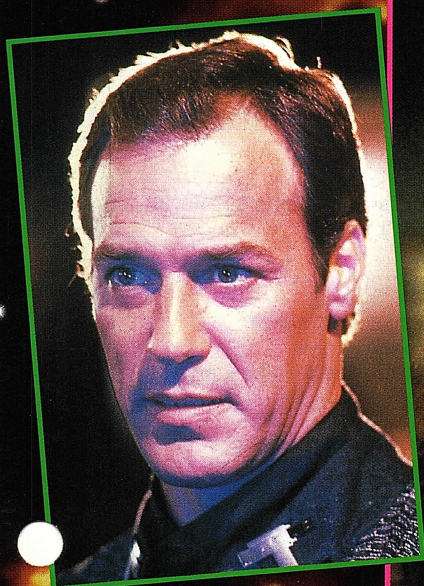


G/F 25 28

£1.99 IR £1.99

THE OFFICIAL STAR TREK[®] FACT FILES 47

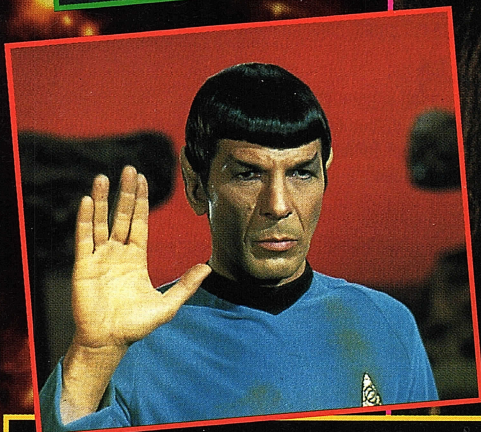


Kurn, Son of Mogh
Rise and fall of a warrior



Tau Cygna V Colonists
Protecting 'their' world

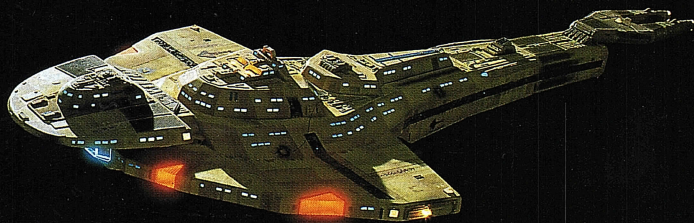
Spock's Inner Conflict
At war with his emotions



The Clone of Kahless
The greatest Klingon of all?



U.S.S. VOYAGER NCC-74656 Biobeds
Starfleet's advanced diagnostic machinery



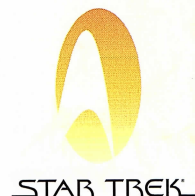
Cardassian GALOR-Class Ships
On duty with the Cardassian fleet

ISSN 1364-3983





THE OFFICIAL STAR TREK[®] FACT FILES



CONTENTS: PART 47

The Guide to the STAR TREK Galaxy

VULCAN Discipline
The ALPHA QUADRANT (Part 26)
TAU CYGNA V Colony

FEDERATION STARFLEET

U.S.S. VOYAGER: Crew's Modifications

Non-FEDERATION Starships

GALOR-Class Warship

Personnel Files

The Clone of KAHLESS
SPOCK's Inner Conflict
KURN, SON OF MOGH

Equipment & Technology

BIOBEDS: 2370s

Starship Log

STAR TREK: The Original Series –
'The Changeling'/'The Apple'
STAR TREK: DEEP SPACE NINE – 'Q-Less'
STAR TREK: VOYAGER – 'Innocence'/'The Thaw'

A-Z Access Point

Your continuing alphabetical reference source

COMING NEXT WEEK:



The Guide to the STAR TREK Galaxy

The STAR TREK Timeline (Parts 39 and 40)
Death in KLINGON Society
TYREE's People

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-D:
Main Transporter Room
Table of EXCELSIOR-Class Ships (Parts 1 and 2)

Non-FEDERATION Starships

NEELIX's Ship

Personnel Files

TASHA YAR: Security Chief
SESKA: CARDASSIAN Spy

Equipment & Technology

HAND PHASER: 2366

Starship Log

STAR TREK: THE NEXT GENERATION –
'Conundrum'/'The Masterpiece Society'
STAR TREK: DEEP SPACE NINE –
'The Jem'Hadar'

A-Z Access Point

Your continuing alphabetical reference source

TM, ® & © 1997 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbri Publishing Ltd. authorized user.

Published by Fabbri Publishing Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES

Additional photographs supplied with the co-operation of CIC VIDEO

Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach and the Art Departments for the current STAR TREK series.

Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editors: Jennifer Cole, Ben Robinson
Design: Sharon Wallis, Martin Ritchie
Editorial Assistant: Emily Mitchell-Heggs
Artists: Rob Garrard, Peter Harper, Ian Fulwood, Studio Liddell, Stuart Wagland, Adam Willis
Contributor: Terry Jones
Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Colorgraphic Ltd
Trade distribution by DDL (Tel. 0171-221 8855)
COORDINATING EDITORS, LOS ANGELES:
Amanda Morris Conti, Michael M. Conti
EDITORIAL ASSISTANT, LOS ANGELES: Peri Doslu
PHOTO EDITOR, LOS ANGELES: Larry Nemecek
ART EDITOR, LOS ANGELES: Guy Vardaman
RESEARCH COORDINATOR, LOS ANGELES:
Penny Smartt-Juday
CONSULTANT EDITOR: Tim Gaskill
AUTHORS: Jennifer Cole, Kathe Conti, Jonathan Freund, Tim Gaskill, Mel Gilden, Andrew Littlefield, Bill Margol, Larry Nemecek, Ben Robinson, Ted Pedersen, Gabrielle Stanton, Jean Thomas, Alex Terapane, Harry Werksman

CUSTOMER SERVICES

UK AND EIRE

COLLECTING YOUR MAGAZINES WEEKLY FROM YOUR NEWSAGENT

Your local newsagent will be happy to take your regular weekly order for *The STAR TREK Fact Files*, so don't miss out – place an order today.

SUBSCRIPTIONS For information on how to take out a subscription, ring our Customer Services on 01424 758 303 or write to the address below.

BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. **POSTAGE IS FREE.** (For issues with a free binder, please add £1.00 to cover postage and packing.)

HOW TO ORDER Orders should be sent to:

The STAR TREK Fact Files
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ

Please make your cheques/postal orders payable to Woodgate (Fabbri) Ltd.

Credit card orders can be given by phone on 01424 758 303.

CUSTOMER QUERIES If you have any queries regarding your collection, please telephone us on 01424 758 303

OVERSEAS MARKETS

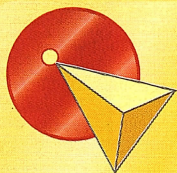
BACK NUMBERS If you require any back issues, ask your local newsagent or write to these addresses:

Australia: *The STAR TREK Fact Files*, Gordon & Gotch Ltd, PO Box 290, Burwood, VIC 3125 (Please enclose payment of the cover price plus A\$1 per pack p & h). Tel: (03) 9805 1700.

New Zealand: Contact Gordon & Gotch (NZ) Ltd, PO Box 5884, Auckland.

South Africa: *The STAR TREK Fact Files* Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.

Malta: Back numbers are available through your local newsagent.



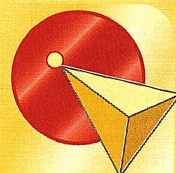
THE
VULCANS

The Guide to the STAR TREK Galaxy

FILE 8

CARD 5

VULCAN DISCIPLINE



THE
VULCANS

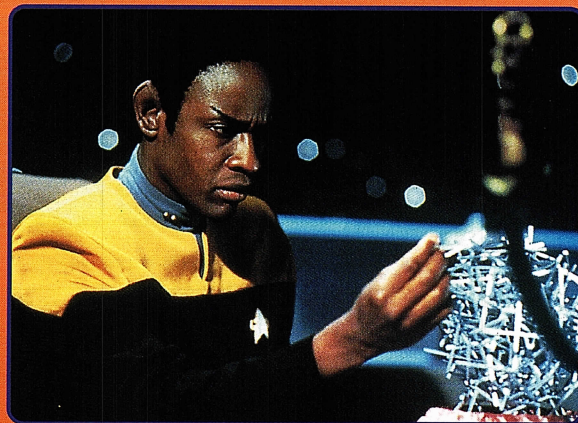
For the **Vulcan** race, **s'at**, the mental discipline that allows them to overcome their emotions, is a lifelong pursuit that requires solitude and quiet meditation.

It is a common misconception that **Vulcans** have no emotions. In fact, just the opposite is true; Vulcans not only possess feelings, they have some of the strongest emotions ever encountered in any species. What keeps these emotions in check is an extraordinary level of mental discipline that rules their everyday lives.

Vulcans are taught the process of emotional suppression, **s'at**, from early childhood. Put simply, the process is to identify an emotional complex, deconstruct it logically, and then use meditation to suppress it. Vulcans have dissected their emotions, giving each specific emotional state its own name. They find that by doing so they can identify

▶ **Even Vulcan leisure pursuits such as *kalto*, which seeks to create order from chaos, require discipline. The game, which resembles chess, is so difficult that few non-Vulcans have ever learned it.**

every emotion as a stereotypical response, and therefore overcome its power. The process is now so ingrained in Vulcan society that although



Vulcans can logically identify emotions, few would claim to have experienced them.

Vulcans normally arrange their living quarters for

meditation; artificial lighting levels are low, with subdued light provided by candles. During meditation, Vulcans seek solitude. They then close their eyes and

The foundation of logic

Several millennia ago, the Vulcans were a barbaric race that was tearing itself apart with internal struggle. But about 2,000 years ago the Vulcan philosopher **Surak**, now considered to be the father of Vulcan civilization, led his people on the path toward logic and peace. Surak preached that discipline, strictly adhered to, was the answer to the emotional rages of the Vulcan people. As they embraced Surak's teachings, they also embraced discipline and logic, making these the backbone of their society. Without this discipline, Vulcans would surely be a savage, warlike race, much like their **Romulan** cousins.

SEEKING TOTAL CONTROL

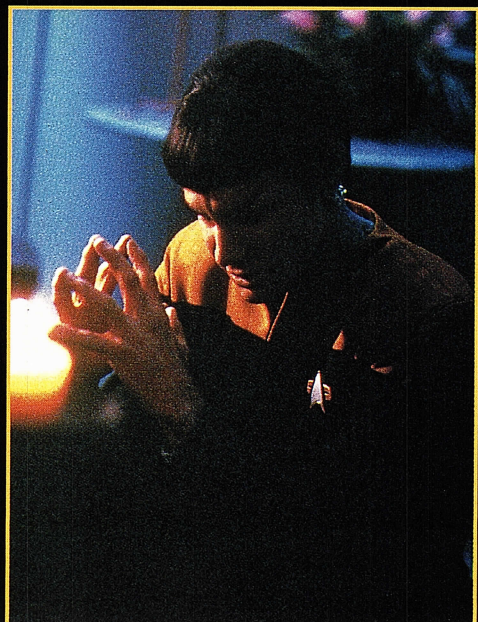
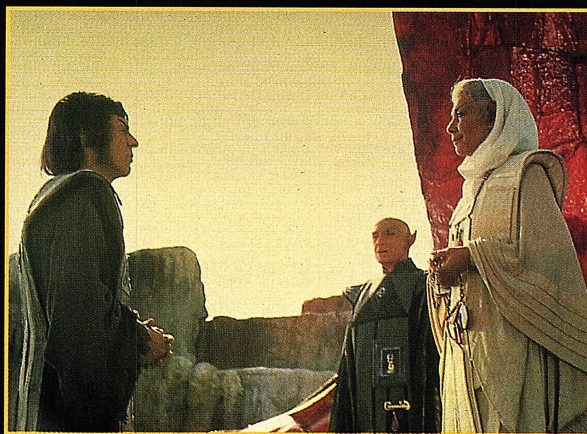
Ancient violence

Vulcans are still periodically gripped by the strong emotions that characterized their ancestors. Every seven years, an adult Vulcan loses the ability to fully control his or her emotions when he or she enters **Pon farr**. If the **Pon farr** is not purged by mating, it can be life-threatening, but some Vulcans survive through mental discipline, devoting themselves to constant meditation.

▶ **Kolinahr is a state of perfect logic. It takes a select few Vulcans many years of training and discipline to achieve it.**

▶ **During the *Plak-tow*, or blood fever, which occurs if the needs of *Pon farr* cannot be met, Vulcans are gripped with violent passions and are usually unable even to speak. In these circumstances, Vulcan discipline is invaluable. Typically, a Vulcan clutches his or her hands together and stands alone.**

▶ ***Pon farr* can prove fatal if a Vulcan is unable to mate, but it is possible to survive if one is sufficiently disciplined. The affected Vulcan isolates him or herself and meditates constantly, trying to reach a psychological resolution.**



▶ **Vulcans can enter a self-induced trance which aids healing. During this they focus all their energies on their injuries, and a companion often needs to inflict pain on them so that they can focus on leaving the trance.**



The Guide to the STAR TREK Galaxy

FILE 8

CARD 5

VULCAN DISCIPLINE



hold their hands together so that the fingertips touch, and focus their energy through their fingers.

The ultimate achievement of Vulcan discipline and logic over emotion is **Kolinahr**, the purging of all remaining emotions in pursuit of pure logic. This level of discipline is not easily achieved, and is only attained through years of intense study and meditation.

Logical pursuits

Even Vulcan recreation is a form of mental discipline. In the game **kalto**, a series of rods are placed in an interlinking structure. The object of the game is to bring order out of chaos.

Mental discipline allows the Vulcans to gain control over more than just their own raging emotions; it also allows them to endure pain. It has been shown that Vulcans who register extreme pain on medical scans are still able to function because they are able to use their minds to overcome and suppress these high levels of discomfort. In 2267, **Spock** is attacked by the **Denevan Neural Parasites** and suffers extraordinary levels of pain when he resists a parasite's efforts to gain control over him. Spock manages to use his Vulcan mental powers and discipline to overcome the pain and return to duty.

If severely injured, Vulcans may enter a 'pain trance'. This is a form of

self-induced hypnosis which allows them to concentrate all their strength, blood and antibodies on the damaged organs. The discipline required is extreme, and the injured Vulcan must concentrate absolutely on the wound, ignoring everything else. Returning to full consciousness can prove difficult, and it is normal for a companion to strike the injured Vulcan; the resulting pain helps him or her to focus.

The Vulcans have limited telepathic abilities, which they have maximized through disciplined training. With practice, a Vulcan can mind-meld with others and, in some cases, project suggestions.

Inescapable emotions

Despite their capacity for logic and discipline, Vulcans cannot always remain in absolute control. During the time of mating they enter the **Pon farr** and, if they cannot mate, may be gripped by a madness called **Plak-tow**, or 'blood fever'. During this period, almost all Vulcan discipline and logic is ripped away and replaced with a desire to return to the home planet to take a mate. In most Vulcans, this very private and distasteful event happens every seven years.

It is possible, though rare, that a Vulcan may overcome the Pon farr and resulting Plak-tow, by intense, solitary meditation.

By doing so, he or she may reach a point of psychological resolution, and the chemical imbalance which accompanies the Pon farr will correct itself.

In their later years, some

Vulcans are affected by **Bendii Syndrome**. This rare illness only strikes Vulcans over the age of 200, and is characterized by a gradual loss of emotional control. Victims of Bendii

▶ **Without their mental discipline, Vulcans can become prone to extreme violence. When Tuvok's ability to control his emotions is disrupted after a mind-meld with a violent colleague, he takes himself off duty and stays in his quarters to protect his crewmates.**

VULCAN FACTS

▶ **When suffering from extreme pain, Vulcans may use a form of mantra. One variation uses the words, "I am a Vulcan; there is no pain."**

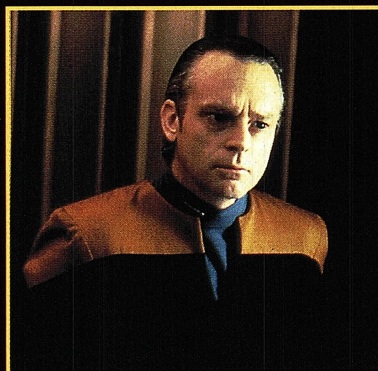
▶ **Vulcan leisure pursuits include music. The harp is a popular and common instrument, and Vulcans favor an intellectual form of music that resembles jazz.**

WILLING DISCIPLES

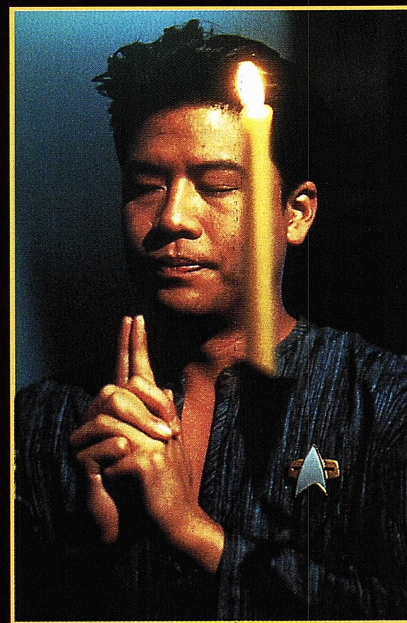
In search of control

The Vulcans' ability to control their emotions has become famous, and is often envied by members of other races. Some of the means used to control emotions are physiological, but others can be taught to anyone who is willing to learn.

▶ **Tuvok teaches Harry Kim Vulcan meditation techniques when he falls in love with what he believes to be a hologram.**



▶ **When Kes discovers that her dormant Ocampan psychic abilities have become active, she realizes they can be dangerous and turns to Tuvok for advice. He teaches her Vulcan mental exercises which help her to control her growing psychological powers.**



▶ **A Vulcan mind-meld leaves the murderer Lon Suder with a degree of self-control that he never knew before. By devoting himself to Vulcan mental exercises, he manages to transform his personality.**



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 3Y

ALPHA QUADRANT



CHARTING
THE GALAXY

ORNARA

CLASS-M PLANET

Ornara is the third planet in the **Delos** system, which also contains **Brekka** and **Delos IV**. It is home to an intelligent, humanoid race. Two hundred years ago, the Ornarans suffered a deadly plague that was cured by a drug called **felicism**. This drug was only available on Brekka, and had an addictive narcotic effect on the Ornarans. The plague was cured, but the Ornarans remained ignorant of this fact for generations; the Brekkans had already established a profitable drug empire on profits from their addicted neighbors, and had no intention of giving it up. After many years, the transport ships of the Ornarans can no longer be maintained and assistance is sought.

The **U.S.S. Enterprise NCC-1701-D** refuses to interfere in the situation in 2364, citing the **Prime Directive**.



▲ *Ornara is a non-Federation world inhabited by a race of humanoids. The planet's economy is devoted to purchasing felicism from the Brekkans.*



▲ *The Ornarans mistake the symptoms of drug withdrawal for the manifestations of the plague that infected their ancestors.*

OTAR II

CLASS-M PLANET

The second planet in the **Otar** system has a starbase and is the destination of the **U.S.S. Enterprise NCC-1701-D** in 2366, after the cascade failure of **Data's** android 'daughter' **Lal**.

PACIFICA

CLASS-M PLANET

The name **Pacifica** implies a peaceful world, and this planet is renowned for its temperate blue waters and sandy beaches. **Pacifica** is also known to host interstellar conferences attended by delegates from many parts of the Galaxy. The attractions of this planet are obvious to anyone who has spent time relaxing on a beach. In 2364, the planet is headed by **Governor Delaplane**.

PARLIAMENT

CLASS-M PLANET

The word 'parliament' originates from medieval Europe on Earth, and is a formal conference for the discussion of public affairs. The planet **Parliament** is used by the **Federation** as a neutral venue for hosting conferences, such as the debate in 2364 over the Federation membership applications of the **Selay** and **Antican** races from the **Beta Renna** system.



▲ *In 2364, delegates from the Selay and Antican races are transported to Parliament by the U.S.S. ENTERPRISE NCC-1701-D.*

PELIAR ZEL

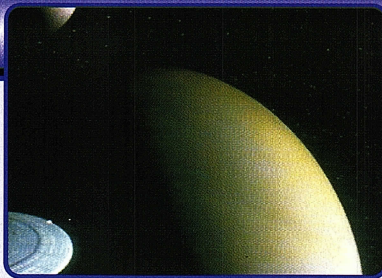
CLASS-M PLANET

Peliar Zel has two **Class-M** inhabited moons in its orbit – **Alpha** and **Beta** – which were settled several centuries ago but have been antagonistic to each other for much of this period. In 2337, a **Trill Federation** ambassador named **Odan** is summoned to mediate one of their disputes. Thirty years later, a new power source is developed by Alpha

moon, to the physical detriment of Beta moon. Again, **Odan** mediates, but in a different host.



▲ *The inhabitants of the Alpha and Beta moons are descended from the same race, but have grown apart. In 2367, the inhabitants of Alpha moon develop technology that threatens their neighbours.*



▲ *Peliar Zel has two moons, which are often opposed to one another. The Trill ambassador, Odan, has played a significant role in maintaining the peace.*

PELLEUS V

CLASS-M PLANET

The **U.S.S. Enterprise NCC-1701-D** heads for this planet after a stop at **Starbase 74**.

PENDI II

CLASS-M PLANET

Pendi II is the homeworld of a trader responsible for passing on a rumor to the **Maquis** regarding **Cardassian** smuggling operations. The trader alleges that components of a biogenic weapon are being smuggled to Cardassian colonies in the **Demilitarized Zone**.



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3Y

ALPHA QUADRANT



CHARTING
THE GALAXY

PENTARUS II

CLASS-M PLANET

Pentarus II is a **Class-M** planet in the **Pentarus** sector. In 2367, it is scanned as a potential crashlanding site for **Captain Jean-Luc Picard** and **Ensign Wesley Crusher** while they are being transported aboard the **Nenebek**. The shuttle's pilot, **Dirgo**, later lands on **Lambda Paz**, a nearby moon.

PENTARUS V

CLASS-M PLANET

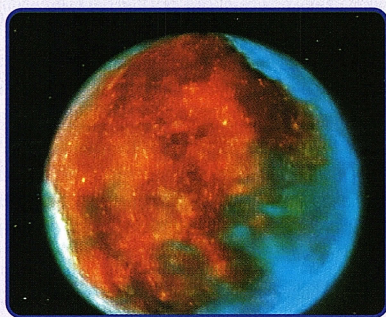
This planet is the actual destination of **Captain Picard** and **Wesley Crusher** in 2367 before their shuttlecraft, the **Nenebek**, loses control and crashes on **Lambda Paz**. Prior to the crash, Picard was scheduled to take part mediating a labor dispute involving **salenite** miners.

PENTHARA IV

CLASS-M PLANET

This **Federation** planet has 20 million humans.

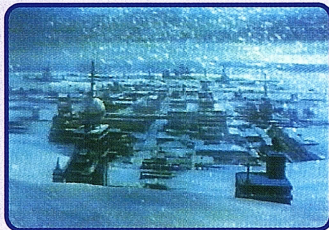
A **type-C** asteroid hits the surface of **Penthara IV** in 2368, which in turn causes catastrophic climatic changes; once-tropical places like the city of **New Seattle** soon develop freezing temperatures. An attempt is made to solve the problem by creating an artificial greenhouse effect, but complications arise due to increased volcanic activity. The problem is finally resolved using technology from the **U.S.S. Enterprise NCC-1701-D**.



▲ **Penthara IV is a Federation planet with a population of 20 million people.**



▲ **The U.S.S. ENTERPRISE is able to restore the damaged atmosphere to normal.**



▲ **Dust particles in the atmosphere have a devastating effect on the climate of Penthara IV.**

PERSEPHONE V

CLASS-M PLANET

Starfleet admiral (retired) **Mark Jameson** lived on **Persephone V** prior to his last official duty on **Mordan IV**. Jameson later dies from complications caused by anti-aging drugs.

PLATONIUS

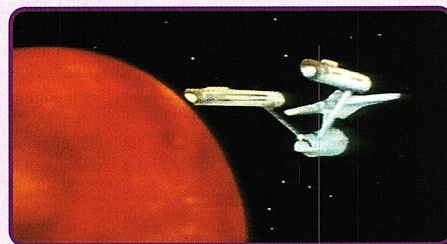
CLASS-M PLANET

This red, **Class-M** planet is rich in **kironide**

deposits, a rare, but long-lasting source of great power.

Platonius was settled by evacuees of the **Sahndara** system when their star went nova thousands of years ago. The settlers briefly visited Earth before founding

Platonius, and chose the name because they were impressed by the ideas of famous Earth philosopher **Plato**. The planet, when visited by a landing party from the **U.S.S. Enterprise NCC-1701** on **Stardate 5784.2**, is ruled by **Parmen**, a philosopher king. By ingesting food indigenous to **Platonius**, humanoids develop telekinetic skills. Architecture on **Platonius** is of a classical Greco-Roman style.

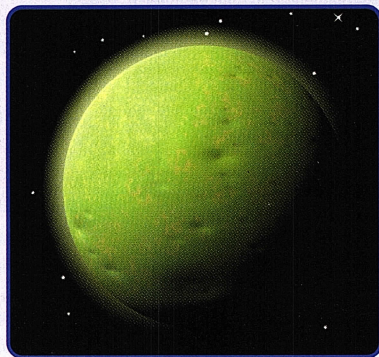


▲ **Platonius has rich kironide deposits which produce plants that can be used to give most humanoids advanced psychic abilities.**

PLUTO

CLASS: UNCONFIRMED

A small, uninhabited ninth planet in the Sol system, **Pluto** was discovered in 1930 by Clyde William Tombaugh and is named for the Greek god of the underworld. Its surface is covered with frozen methane gas. **Pluto** was to be used as a turnaround point for the maiden voyage of the **U.S.S. Enterprise NCC-1701-B** in 2293, but a distress call from an **El-Aurian** transport vessel caused a change of plans.



▲ **Due to its distance from the sun, Pluto never develops into a life-supporting planet. It is covered in frozen methane gas.**



▲ **Classic Greek architecture and clothing are copied on Platonius. Parmen is the current philosopher king of the planet, but his psychokinetic abilities cannot heal his wounds.**



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 30



OTHER GROUPS
AND RACES

TAU CYGNA V COLONY

Tau Cygna V is an uninhabitable world bathed in deadly hyperonic radiation, but a group of humans manage to establish a thriving colony there until the **Sheliak Corporate** decide to claim the planet as their own.

Tau Cygna V is a **Class-H** planet in the **de Laure Belt**. It is an inhospitable world; vast desert wastelands cover most of the surface, and large supplies of water can only be found at high altitudes in the mountains. The atmosphere of Tau Cygna V also contains **hyperonic radiation**, which is normally fatal to humanoid life. It also randomizes **phaser** beams, rendering them inoperative, and disrupts the operation of transporters and sensor equipment.

In 2255, Tau Cygna V is ceded to the **Sheliak Corporate** by the **Treaty of Armens**. The Sheliak make no immediate plans for colonization and, in 2274, the **Federation** ship,

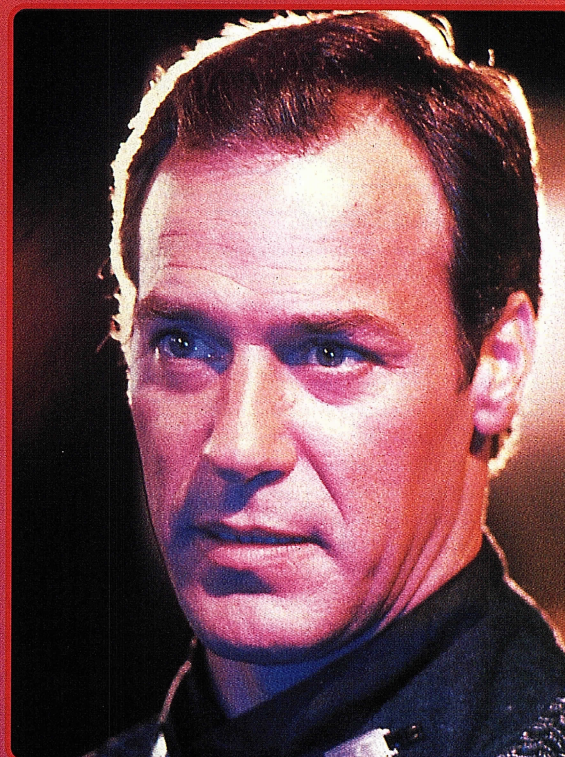
Artemis, which was bound for **Septimus Minor**, makes an emergency landing on Tau Cygna V, stranding a group of human colonists.

New home

Out of contact with the Federation, the colonists are immediately faced with the challenge of colonizing an environmentally hostile world, far from their intended destination. Due to the debilitating effects of the radiation, most of their technology is rendered useless. The colonists are able to adapt to the

▶ *Like many of the other human colonists, Gosheven has a strong sense of history and of the sacrifices that his ancestors made.*

hyperonic radiation after two generations, but not before one third of their number succumb. The planet's mostly arid climate forces them to build a massive irrigation system which utilizes an intricate series of aqueducts, the construction of which is paid for with the loss of still more lives. The hard-won accomplishments of these early colonists allow the



FIGHTING FOR A HOME

Overcoming adversity

The human colonists only found themselves on Tau Cygna V because of a malfunction in their ship's

▼ *The colonists have built a pleasant town in Earth's Spanish style, with wide, open squares and a number of one or two storied buildings.*

navigation systems. They have no means of communicating with the Federation, and have constructed a thriving colony without any outside help. Adapting to the hyperonic radiation cost them the lives of a third of the original party from the **Artemis**, so, unsurprisingly, they are reluctant to leave their home simply because a treaty cedes it to another race.



▲ *The U.S.S. ENTERPRISE is sent to Tau Cygna V to remove the colonists before the Sheliak Corporate kill them.*

▼ *Despite the inhospitable conditions and hyperonic radiation, the human colonists have prospered on Tau Cygna V.*

Designation	Tau Cygna V
Class	H
Quadrant	Alpha
Inhabitants	Humanoid
Government	Democratic. The colonists elect a single leader, but hold meetings to discuss important issues.
Environment	Arid. The colony's water supply is carried to the town from the mountains by a system of aqueducts.
Remarks	Tau Cygna V is bathed in hyperonic radiation, which is normally fatal to humans and disrupts many technological devices.
Starship Log	STAR TREK: THE NEXT GENERATION, 'The Ensigns of Command'



GALAXY FACTS

▶ The Treaty of Armens has 500,000 words and was drafted by 372 Federation legal experts.

▶ The Sheliak Corporate originally give the human colonists three days to leave Tau Cygna V, but Captain Picard manages to find a loophole in the Treaty of Armens which allows him to request arbitration by a third party, thus buying some extra time.



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 30

TAU CYGNA V COLONY



OTHER GROUPS AND RACES

▶ Gosheven has a domineering approach to leadership, and bullies the other colonists into supporting his position. But he finally accepts that he is in the wrong when Data demonstrates how easily the Sheliak could destroy the colony.



▶ The aqueduct, which provides the colonists with water, is one of their greatest achievements. It feeds into the town square, which is a focal point of the colony and is regularly used as a meeting place.

settlement to become a thriving colony of over 15,000 inhabitants.

Their architecture is very similar to most other desert communities, with low, white buildings connected by a series of rounded arches. Water flows along the aqueduct to the colony, cascading gently down a series of terraces and pools in the town square.

The hardships the colonists have faced and overcome have made them into a strong-willed people, fiercely proud of their achievements, and keenly aware of the sacrifices they have had to endure in the

process. Their pride manifests itself in a marked stubborn streak, which can sometimes blind them to the logical course of action. Due to the effects on technology of the hyperonic radiation, they have adopted a simple, colonial lifestyle. They still have scientific and technological knowledge, but have little chance to use it.

Democratic community

Ninety years of exile have produced a stable, well-ordered political structure. A single leader is elected democratically and handles the day-to-day

administration of the colony. By nature, the colonists are a conservative people, and their leadership reflects this philosophy. Theirs is not an oppressive system, however; the people are free to question the decisions of their leadership without fear of reprisal. Larger issues are decided by a process of public meetings held in the settlement's main square. Change is not something the colonists take lightly, and they are wary of anything that might alter the status quo.

In 2366, the Sheliak announce plans to colonize

the planet, and inform Starfleet that they will not tolerate a human settlement

there. They make it clear that any unwanted beings will be eliminated. As a result, the colony receives its first ever visitor in the form of Lt. Commander Dat, of the U.S.S. Enterprise NCC-1701-D, whose android physiology is unaffected by the hyperonic radiation. He brings news of the impending Sheliak arrival and the necessity to

evacuate the entire human colony on Tau Cygna V as soon as possible.

Most of the colonists are uncooperative. Their leader, Gosheven, is totally unwilling to consider leaving the colony. Only a few open-minded individuals are able to comprehend and accept the danger the Sheliak pose, and recognize that they must abandon their homeworld.

Eventually, Data convinces Gosheven that he has no choice. The colony is evacuated three weeks later by a Federation transport ship, and taken to another, uninhabited world. There the colonists will be allowed to decide whether or not they wish to remain in seclusion or become part of the Federation.

TIME TO GO

Stubborn people

The human colonists have made a huge emotional investment in their settlement on Tau Cygna V, and are unwilling to leave their homeworld. Unfortunately, the Sheliak regard humanoids as an inferior form of life, and have no qualms about planning to kill every one of the colonists.



▶ Gosheven is the colonists' democratically elected leader. When Data tells him the colonists will have to leave, he refuses.

▶ A lifetime in a non-technological environment has made Gosheven very dismissive of machines, and he refuses to treat Data as an equal or to accept what he says.

▶ Ard'rian McKenzie is one of the more open-minded colonists. She instantly agrees with Data and supports his efforts to persuade the other colonists to leave. During his short visit to the planet, she becomes very fond of him.



OTHER CARDS IN THIS FILE...

- 4 DORVAN V COLONISTS
- 19 THE GENOME COLONY
- 34 THE BORAALANS

SEE OTHER FILES...

- CHARTING THE GALAXYFile 3
- THE UNITED FEDERATION OF PLANETSFile 7
- STAR TREK: THE NEXT GENERATIONFile 69



SHIP:

U.S.S. VOYAGER NCC-74656

BRIEFING:

CREW'S MODIFICATIONS

Stranded in the **Delta Quadrant**, away from all the support facilities that **Starfleet** provides, the crew of the **U.S.S. Voyager NCC-74656** have, of necessity, been forced to make alterations to their vessel. These changes are designed to make the ship as independent as possible, and to make it a suitable home for the journey back to the **Alpha Quadrant**, which may last well decades. Their problems are compounded because, unlike a **Galaxy-class** starship, *Voyager* was not designed for extended missions.

Shortly after its arrival in the Delta Quadrant, *Voyager's* engine efficiency begins to decrease because of all the added demands being made upon the systems. **Lieutenant B'Elanna Torres** has been able to realign the lateral plasma conduit without causing an overload, and this has helped. But Engineering's attempt to convert power from the **holodeck** reactors has been unsuccessful due to the nature of the holodecks' energy matrix, which is incompatible with the other power systems.

To conserve power, all security personnel on Deck 9 have been

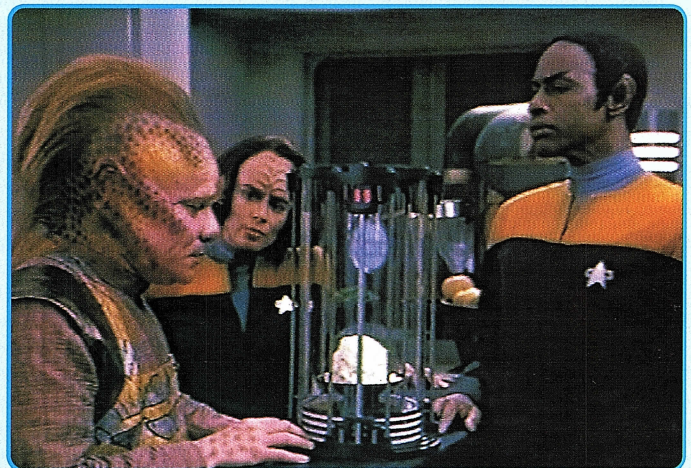
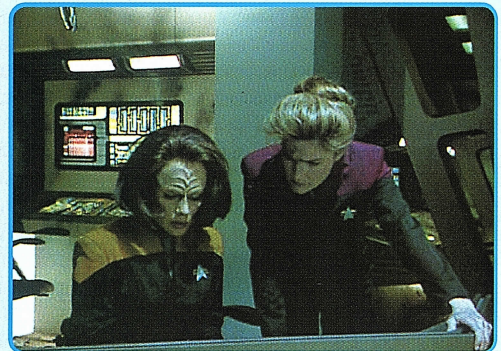
relocated to Deck 7 and the power to Deck 9 has been rerouted to propulsion. **Lieutenant Tuvok** admits that this is inconvenient, but it is obvious that certain compromises have to be made. Other unused areas of the ship have also been put on power conservation mode.

Self-sufficient

Usage of all non-essential systems has been minimized and, where possible, supplemented with power efficient alternatives. Most significantly, **Captain Janeway** has initiated a system of replicator rations. This has necessitated the construction of an airponics garden in Cargo Bay 2, on Deck 8. The garden is supervised by **Kes**, who has previously grown plants in an artificially sustained environment in the **Ocampa** city.

Cargo Bay 2 is the ideal location for an airponics garden since it was designed for organic storage and has an adjustable environment, which can be controlled to generate a variety of growing conditions. Kes sets the garden up, and succeeds in growing a number of vegetables which supplement replicated food. Another

B'Elanna Torres and her engineering team have had to make a number of modifications to the **U.S.S. VOYAGER's** systems. On many occasions they have been forced to make repairs that would be made at a starbase.



USEFUL SPACES

Cargo bays

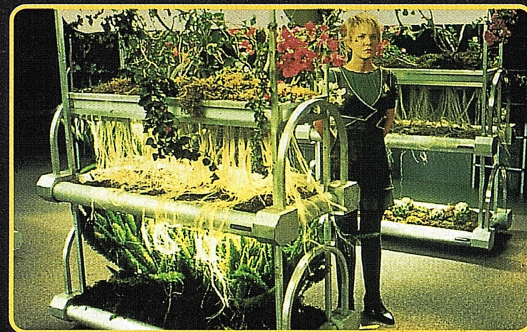
Because the **U.S.S. Voyager's** cargo bays – located on Decks 7 and 8 – provide large empty spaces, they have been adapted to service a number of needs. Some are still given over to storage, though they are now used to store food supplies or vital materials that would not normally be carried on a starship. In 2371 Cargo Bay 2, which was designed for organic storage, is converted into an airponics garden where Kes has succeeded in growing a valuable supply of vegetables. On other occasions, cargo bays have been used as meeting places or as exercise halls for Tuvok's onboard version of Starfleet Academy.

During a brief alliance with the Borg in 2374, Cargo Bay 2 is converted into a Borg lab, where a weapon for use against Species 8472 is perfected, and other modifications are made to the ship.

Kes establishes an airponics garden in Cargo Bay 2, which was designed for organic storage and has variable environmental controls.



Tuvok has used various locations, including cargo bays, to provide training for some of the **Maquis** crew members.



Sometimes the change in routine has had unexpected results. **Neelix's Brill** cheese nearly wipes out the bioneural gel packs by infecting them with bacteria.



The Doctor is fortunately able to treat the gel packs, which cannot be replicated or constructed aboard ship.

STARSHIP FACTS

- Under normal circumstances, the **U.S.S. Voyager's** antimatter supply is only adequate for three years.
- In the 23rd century, starships such as the **Constitution-class U.S.S. Enterprise NCC-1701** regularly need to collect new **dilithium** crystals. But *Voyager* has the technology to recrystallize dilithium, making replacements less important.



FILE 29 U.S.S. VOYAGER NCC-74656

cargo bay has pulled double duty as a drill hall.

Restricting the use of the replicators has also required modifications to the Mess Hall on Deck 2, where a galley has been constructed in the captain's private dining room. Because this room is right next to the main mess hall, it is commandeered by **Neelix** and turned into a kitchen, with himself as master chef. Modifying the galley is a complex process and requires completely rerouting the mess hall power supply and gathering supplies, such as crockery, from all around the ship.

Now, instead of replicating food, the people on board *Voyager* regularly eat in the mess hall, where Neelix serves them dishes that use the yield from their own garden. The foodstuffs from the ship's garden are further supplemented by frequent planetside forages in search of supplies, which are stored in part of another cargo bay converted into a pantry by Neelix. However, on many occasions Neelix is still forced to use the replicators.

The crew has responded favorably, in most part, to Neelix's menu, although it is often too spicy for their tastes. However, on occasion it has produced problems. In 2371, Neelix makes some **Brill cheese** which generates bacteria that infect the ship's **bioneural gel packs**. Until a cure is found, the crew are faced with the daunting task of switching all the ship's computers over to **isolinear** circuitry.

Significant upgrades are made to the ship when it passes through **Borg** space. These upgrades are designed to help the ship fight **Species 8472**, and many, but not all, have been removed. Most obviously, Cargo Bay 2 still contains Borg equipment.

Onboard simulations

Without access to starbases or other Federation facilities, *Voyager* has been forced to develop services that would normally be provided elsewhere. The crew have begun work on several engine design and modification projects. The holodecks have been used for

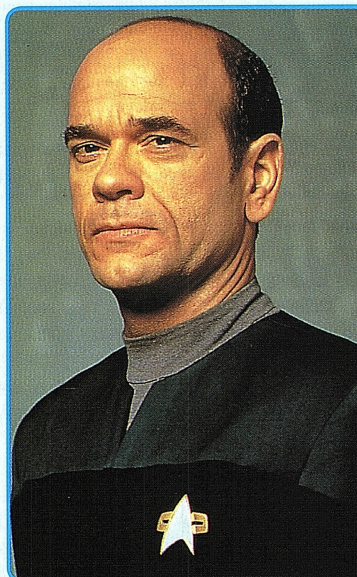
extensive flight simulations, vital to the development of the groundbreaking warp 10 engines fitted to the **Cochrane** shuttlecraft. They have also been used in training exercises for some of the **Maquis** crew members who are not accustomed to Starfleet procedures. And with little chance of extended shore leave, it has become common practice for large numbers of crew members to share holodeck environments such as **Chez Sandrine** or the **Paxau resort**.

Unlike Starfleet ships such as the **U.S.S. Enterprise NCC-1701-D**, which are equipped for long-range missions, *Voyager* was never intended to be a family ship. There are no facilities specifically designed for married couples, and the ship was not designed to house children. But with the prospect of such a long journey, the crew's quarters have been restructured to provide for those crew members who may not only marry but possibly have children.

The EMH in action

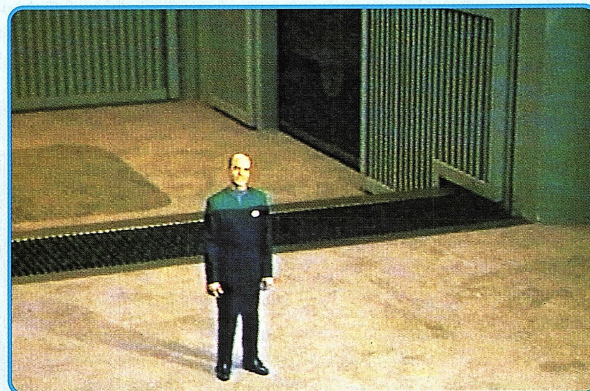
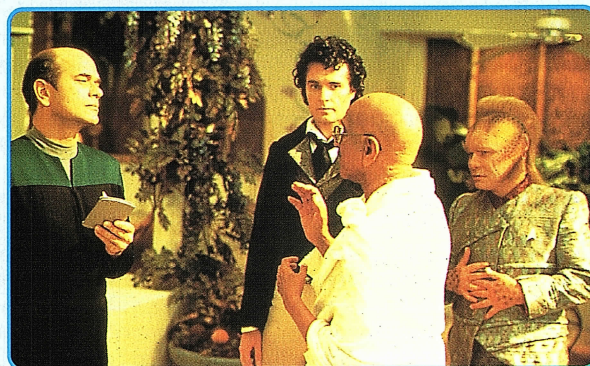
Because *Voyager's* medical staff were all killed, the **Emergency Medical Program**, a sentient living hologram, has been activated permanently. But the Doctor's holographic nature has several serious drawbacks. Most importantly, he has not been designed to leave sickbay. Attempts are made to install holographic projectors in essential locations around the ship, such as Engineering and the Main Bridge, but these are unsuccessful. Significantly, B'Elanna and **Harry** have trouble ensuring that the Doctor materializes at full size. However, he has been given the ability to control his own program, which has been linked to the ship's main computers so that he can monitor the situation from sickbay.

The EMH was only designed for emergency use, and further modifications have been made to the Doctor's program to enable it to function indefinitely. After the program has been active for more than two years, it is merged with the emergency holographic diagnostic program to extend its capacity to absorb information and evolve a personality.



⚠ **All of the U.S.S. VOYAGER's medical personnel are killed, and the crew are forced to activate the Emergency Medical Hologram. The Doctor is amazingly knowledgeable, but he is not designed to leave sickbay.**

⚠ **The Doctor's program is adaptive and constantly modifies itself as it receives new input. On one occasion, the Doctor tries to modify his program himself, adding characteristics from several famous historical figures.**



⚠ **Until the crew acquire a portable holographic emitter, they attempt to install holographic projectors in locations around the ship. Unfortunately, they only produce a tiny version of the Doctor.**

A NATURAL KITCHEN



⚠ **The mess hall was originally equipped with large banks of replicators, which have now been removed to create a service hatch to the kitchen.**



⚠ **The galley has been constructed in the captain's private dining hall. It uses basic technology, such as burners, and places little strain on the ship's systems.**



⚠ **The mess hall has become a focal point of the ship, as the crew develop a level of camaraderie which is more intense than one would find on a normal vessel.**



FILE 48 KLINGON PERSONNEL

OTHER CARDS
IN THIS FILE...

- 1 Worf
- 4 Gorkon
- 7 Gowron

The Clone of Kahless

When Kahless apparently reappears on Boreth, the entire Klingon Empire is stunned; it seems that the greatest Klingon of all is alive again. But it soon emerges that this Kahless is only a clone of the original.

In 2369, a group of monks on **Boreth** led by the high cleric, **Koroth**, hatch a plan to unify the **Klingon Empire** under a clone of the legendary Klingon Emperor,

Kahless. For many years, the monks have felt that the Klingons have lost sight of their proper destiny. They believe that the only way to overcome the corruptions and dishonor that plague the Empire is for Kahless to return.

Legend holds that 1,500 years ago the mythic warrior, Kahless the Unforgettable, united the Klingon people and gave them the laws of honor. According to the **Story of the Promise**, when Kahless saw that his work was done, he gathered his belongings and left the city. He told his people that he was going to **Sto-Vo-Kor**, the Klingons' mythical afterlife, but promised to return at some point in the

future. Kahless then pointed to a star in the night sky and told his people to look for him there. This tale is the cornerstone of all Klingon beliefs and history. Boreth circles that star, and a monastery has been constructed there, where the monks wait for Kahless.

Miracle of science

The monks' plan is to use modern technology to ensure that Kahless returns. Some of them may even believe that the clone they create really does fulfill the ancient prophecy.

They construct the clone based on organic material found on artifacts left by the real Kahless. They accelerate his growth, and correct any genetic anomalies that occur.

The Guardians of the Monastery at Boreth imprint the clone's neuro-synaptic patterns with the

PROFILE OF A FIGUREHEAD

NAME: Kahless

LIFE FORM: Cloned Klingon male

ORIGIN: The clone of Kahless was created from a DNA sample. He was then programmed with all the teachings of the real Kahless by the monks on Boreth. Until the monks are exposed, the clone has no idea that he is not the real Kahless.

REMARKS: The clone of Kahless is not as able a fighter as the original, and is defeated in combat by Gowron.

FIRST SEEN: 'Rightful Heir' (TNG)



Even when his true nature is revealed, the clone of Kahless has a powerful influence within the Klingon Empire. At Worf's suggestion, Gowron allows him to become the Emperor, but without any real power.

experiences of Kahless as they are recorded in the sacred texts. The monks believe that, genetically, the clone is Kahless. In reality, it appears that there has been some genetic drift. This Kahless is an able fighter, but is by no means the greatest warrior who ever lived.

However, although they may have faith in him themselves, the monks realize that few Klingons

will be impressed by a clone. Thus they conspire to ensure that the vast majority of Klingons will believe that the clone is really Kahless; even the clone himself is ignorant of his true nature.

Legendary proof

The monks program the clone with the story of how he made the first **bat'leth** by twisting a lock of his hair in the volcano at **Kri'stak**.

This story was never recorded in the sacred texts, but was only known to the clerics, so when the clone recounts it, it appears to confirm his identity.

As soon as the clone is awakened, he is transported into a cave where he greets **Worf, Son of Mogh**, who is on a pilgrimage to Boreth in search of his faith.

Koroth then pretends that Kahless's return is a

UNUSUAL BIRTH



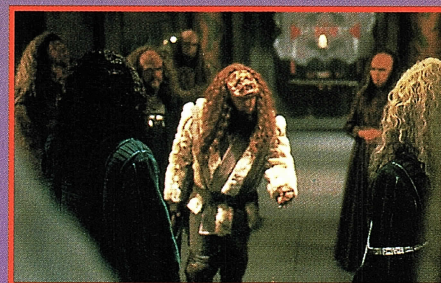
★ Creators of a myth

The clone of Kahless is created by the monks on Boreth. Under the leadership of Koroth, the monks have become convinced that the Klingon people need strong spiritual guidance, which their clone can provide.



★ Place of pilgrimage

Kahless is a central figure in Klingon society and mythology. Many Klingons travel to Boreth seeking visions of their greatest leader. It is clear that if Kahless were to return, it would have an enormous impact on the Empire.



★ Telling tales

Shortly after he is transported to Boreth, the clone is forced to 'prove' his identity. He tells the assembled crowd a story that is not recorded in the sacred texts: how he made the first **bat'leth** from a lock of his own hair.



The Clone of Kahless



★ Emperor's return

A throne room is waiting for Kahless on Boreth, 1,500 years after his death. Few ever expected to see Kahless sitting on the throne again, but the clone appears to be the real thing.

surprise to him; the clone recounts the story of how he made the bat'leth, and this succeeds in persuading many Klingons that the clone is indeed Kahless.

Rather than the Klingon armor of the 24th century, the clone dresses exactly as Kahless appears in portraits, with a soft, light-colored, crossover tunic made of what appears to be animal skins. On his hands, he wears fingerless gloves that are decorated with ornamental animal claws at the knuckles.

Kahless's mission

The clone tells those assembled that he has returned from Sto-Vo-Kor because the Klingon people have lost their way, fighting among themselves in petty wars and corrupting the glory of the Klingon spirit he helped to forge. He intends to reclaim his position as the leader of the Klingon Empire, and to restore the glory of the Empire by purging it of dishonor and corruption.

When news of the return of Kahless reaches **Qo'noS**, **High Council Leader Gowron** contacts the **Federation Council** and asks that a starship be dispatched to bring Kahless back to the Klingon homeworld. The **U.S.S. Enterprise NCC-1701-D** is given the mission, and Gowron meets up with the ship en route to Qo'noS.

Many Klingons are excited by the prospect of Kahless's return, but Gowron, who has his own position to defend, is skeptical and has brought a sacred Klingon relic with him, the **Knife of Kirom**, which is supposedly stained with the blood of Kahless. He demands that a genetic analysis is performed to see if there is a biological match. The clone allows the test, and **Dr. Crusher** discovers that the genetic patterns between the blood from the knife and the tissue sample from 'Kahless' are identical. A holographic version of the temple on Boreth is created on the *Enterprise's* **holodeck**, and Gowron is officially presented to Kahless.

Missing elements

Determined not to give up his position as leader of the High Council, Gowron exposes a number of the clone's weaknesses. Although the clone has been programmed with all the stories in the sacred texts, that is where his knowledge ends. He cannot remember details that were not recorded, such as a man's appearance or his name. When the clone recounts the story of the man who opposed the wind, Gowron questions him about the details, and 'Kahless' is forced to admit that he cannot remember the answers.

More significantly, Gowron challenges the clone and defeats him in single combat. It is clear that the clone is not equal to Kahless; the monks were not able

"They grew you in a test tube, like some kind of fungus, and programmed you like a machine."

— Worf to Kahless

to give him the knowledge and fighting skills that the original possessed. The clone is confused by his failure to defeat Gowron; his programming tells him that he is the greatest warrior who ever lived.

Deception revealed

Worf's faith in Kahless is undone. He confronts him about his inferior fighting skills, and his lack of knowledge of **Warnog** – Klingon ale – and the details of 'life' in Sto-Vo-Kor. Under pressure from Worf, Koroth finally confesses that this Kahless is a clone. The clone himself is disturbed when he discovers that he is not the real Emperor.

However, Worf realizes that Gowron will not be able to stand against even a clone of Kahless, because the clone offers people something to believe in. Even after the clone's defeat in battle, two of Gowron's guards remain devoted to 'Kahless'. It is clear that if Gowron attempts to kill the clone the Empire will be plunged into civil war.

Rightful heir

Because the clone is literally a living embodiment of the sacred texts, Worf proposes that he should provide moral leadership to the Klingon people as Emperor. He would not have the power of the High Council, and would simply act as a figurehead. Gowron will be able to shape the Klingon heart through their spiritual leader.

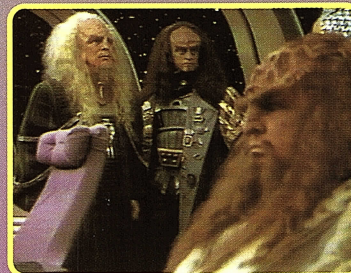
Against Koroth's wishes, the clone's true nature is made public, and with the support of the High Council he accepts his place as the

Emperor. Many regard him as the rightful heir to the real Kahless, but it soon becomes apparent that the clone has little influence over the course of Klingon politics. In 2372, he opposes Gowron's decision to abandon the **Khitomer accords** and sever the alliance with the Federation, but his words are ignored and he loses a degree of credibility. In the early 2370s, although he sits on an Emperor's throne, men such as **Kor** regard the clone of Kahless as an empty figurehead.



★ Clone's cradle

The clone of Kahless is constructed at the monastery on Boreth. Some see this as the fulfillment of a prophecy.



★ True identity

At Worf's insistence, the clone's identity is revealed and the new 'Kahless' becomes Emperor.

SHADOW OF A GREAT MAN



★ Imperfect copy

The clone looks exactly like the real Kahless, but he lacks the legendary Emperor's memories.



★ Unequal fight

According to legend, Kahless is the greatest warrior who ever lived, but the clone has trouble fighting Gowron.



★ Facing the truth

The clone is disturbed to learn that he cannot defeat Gowron in battle, and is shocked to learn that he is not Kahless.



Spock's Inner Conflict

Spock has always struggled to find some kind of harmony between his discordant human and Vulcan characteristics.

Spock is born in 2230 to a human mother, **Amanda Grayson**, and a **Vulcan** father, **Sarek**. He is raised as a Vulcan and, despite his human elements, is taught to suppress his emotions. Even at the age of five, he is able to control the hurt and anger he feels when other children tell him that he is not a true Vulcan. However, Spock is not entirely comfortable during his childhood and he often runs away into the hills, even after his father punishes him.

Spock's divided heritage causes him considerable difficulties. Despite embracing the logical teachings and traditions of his father's world, Spock finds that he cannot entirely ignore his human side. During his early years, he is engaged in a constant battle to suppress his human emotionalism.

At the age of 19, Spock acknowledges his human heritage and enters

Starfleet, against his father's wishes. He is the first Vulcan to do so – other Vulcans serve on entirely Vulcan ships – and inevitably experiences a degree of culture shock. Despite choosing to live among humans, Spock maintains his Vulcan devotion to logic and discipline.

Logical decisions

This Vulcan approach to life often puts Spock in conflict with the emotional humans around him. This is especially true when he is placed in a command situation. When the **Galileo** shuttlecraft crashes on **Taurus II**, the other crew members are shocked by his apparently callous actions, though he eventually saves the lives of most of the party.

Dr. McCoy in particular has reservations about Spock's decision-making process. In 2268, he questions Spock's decision to abandon the search for the missing **Captain Kirk**, in order to attempt to deflect a dangerous asteroid. However, McCoy

PROFILE ON SPOCK

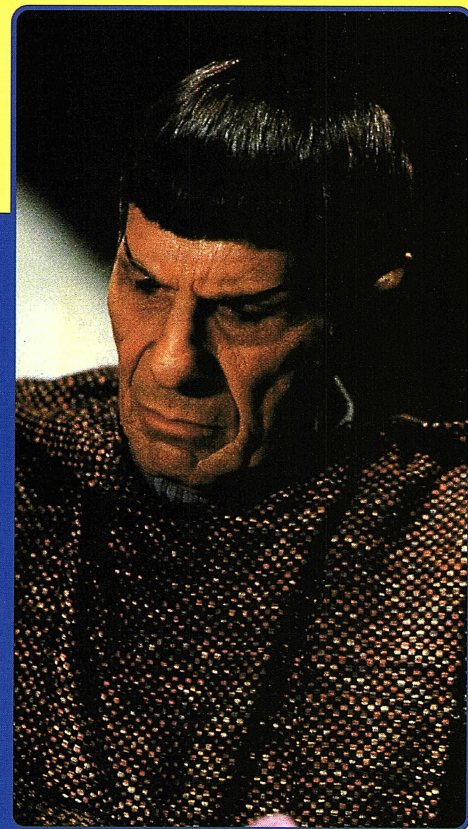
NAME: Spock

LIFE FORM: Half human, half Vulcan

PARENTS: Father, Sarek, a Vulcan male; mother, Amanda Grayson, a human female.

REMARKS: Spock is raised as a Vulcan and learns to control his emotions. However, he is still part human and finds it hard to eliminate his feelings. After spending several years in Starfleet he attempts to attain **Holinahr**, but fails. Ultimately he accepts, and even indulges, his human side, placing faith on an equal footing with logic.

EMOTIONAL INFLUENCES: During his time on the **U.S.S. Enterprise**, Spock loses control of his emotions under the influence of the **Psi 2000** virus and the spores discovered on **Omicron Ceti III**.



▲ *Spock is torn between his emotional, human side and his logical Vulcan side. For many years he suppresses his feelings, but he finally achieves a kind of balance.*

realizes that while Spock may appear cold and ruthless, he always acts in what he believes to be the crew's best interests.

Out of control

Spock is, of course, not entirely without emotions. His struggle to suppress his feelings is largely private, but during Kirk's first five-year mission the Vulcan science officer is affected by several phenomena which bring his inner

conflict out into the open.

In 2266, Spock's emotions are forced to the surface by the **Psi 2000 virus**. All his repressed unhappiness at having controlled his emotions since childhood rush out in a torrent. He feels a painful sympathy for his mother – a beautiful, sensitive Earth woman living on a planet where to express any emotion, even love, is considered bad taste. The thing he seems to regret

most is that he could never tell his mother that he loved her.

The following year, the alien spores encountered on **Omicron Ceti III** have a thoroughly liberating effect on Spock. He is actually able to playfully hang from a tree limb, and even briefly express his love for **Leila Kalomi**. Even when the spores have been purged from his system, Spock has visible difficulty in restoring his emotionless demeanor,



▲ *Spock's mother Amanda Grayson is a human, and, however uncomfortable he may feel about it, he has inherited a full set of human emotions from her.*



▲ *Spock is raised on Vulcan, where he learns to suppress his emotions. He also has some important Vulcan physiological characteristics.*



▲ *Spock's experiences with V'GER bring him closer to his human companions. For the first time, he comes to appreciate that his answers may lie beyond logic.*

Spock's Inner Conflict

and has to fight back tears of regret.

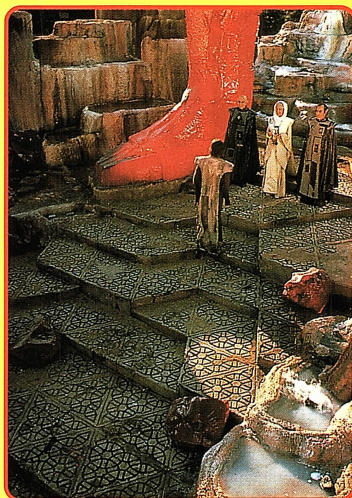
That same year, Spock goes through **Pon farr**, the biologically imperative Vulcan time of mating. He displays an unexpected ambivalence about his Vulcan heritage by choosing two human friends to witness his marriage ceremony. During the **koon-ut-kal-if-fee** ceremony, he mistakenly believes that he has killed Captain Kirk. When he discovers that Kirk is still alive, he betrays a personal joy which he attempts to explain away logically.

Throughout this period of his life, Spock maintains that the Vulcan way of life is superior. He claims to believe that any reference to him as human is insulting. When his father, Sarek, visits the *Enterprise* in 2268, Spock goes out of his way to show that he is only motivated by logic. Even though this endangers Sarek's life, he approves of his son's actions, and the two men are reconciled after 18 years of silence.

Perfect logic

After the *Enterprise* completes its first five-year mission under Captain Kirk, Spock returns to Vulcan, where he attempts to attain **Kolinahr** and purge all vestiges of emotion. But the difficult discipline is interrupted in 2271, when Spock receives a mental message from **V'Ger** which troubles his human side and disturbs his logical calm.

After his Kolinahr training, Spock is even less emotional than before, and barely acknowledges the greetings of his friends when he returns to the *Enterprise*. However, following a mind-meld with V'Ger, Spock realizes that the answer to his and the living machine's quest for self knowledge lies beyond logic. This appears to mark a



▲ After leaving the U.S.S. *ENTERPRISE*, Spock returns to Vulcan and attempts to gain **Kolinahr**, a state of pure logic.

turning point in Spock's life, and in future he achieves a fusion of his Vulcan and human qualities.

Following his death and subsequent regeneration on the **Genesis Planet** in 2285, Spock is taken to Vulcan, where his body is rejoined with his **katra**. However, the rejoining is not the end of Spock's re-education, only the beginning of it. As his three months on Vulcan come to an end, he has relearned all the facts he once knew, but has little idea about his human side.

Vulcan rebirth

Despite the old Spock's experiences with V'Ger, the new Spock seems as coolly logical as the Spock of Kirk's first five-year mission. His mother explains that, being half human, he must learn to deal with his feelings. Upon his return to Earth, where he chooses to stand with his shipmates when they are accused of violating many **Federation** laws, he seems to allow his human side to surface

"It hasn't been easy for Spock. Neither human nor Vulcan. At home nowhere, except Starfleet."

— Spock's mother, Amanda

once again. He asks his father to tell his mother that he feels "fine".

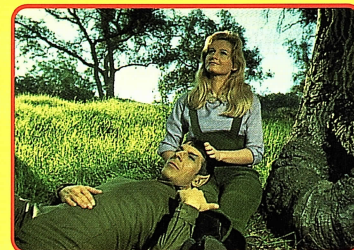
In 2287, Spock is confronted by his half-brother, **Sybok**. Unlike Spock, a half-Vulcan who has rigidly adopted Vulcan culture, Sybok is a full Vulcan who has turned his back on logic in favor of being a sort of messiah who hopes to share the psychological pain of everyone he meets, and to literally find God. Spock cannot bring himself to take the logical course and kill his brother.

New perspective

By 2293, Spock has altered his perspective quite dramatically, placing much greater emphasis on his emotions. But he has not completely abandoned his logical attitudes. He still approaches every situation with a rational, logical mind; he has simply recognized that logic is only the beginning of wisdom, and not the end. Thus, when the **Federation** has a chance to destroy the **Klingon Empire**, Spock leads a peace initiative.

He tries to explain to his Vulcan protégée, **Valeris**, that he believes faith is just as important as logic. When he discovers she is involved in the plot to assassinate **Chancellor Gorkon** and disrupt the peace process, he shows anger at her actions, an emotional display that would have been unlikely during his time as Kirk's first officer on the first *Enterprise*.

Although Spock's actions at this time may not appear logical, on Vulcan the subsequent peace with the Klingon Empire earns him a reputation as a visionary. Perhaps because of his more emotional



▲ Under the influence of the spores on **Omicron Ceti III**, Spock reveals the emotions that he has kept suppressed.



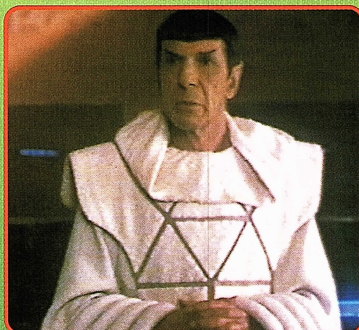
▲ Transported 50,000 years into the past, Spock loses control of himself and becomes as savage as his ancestors.

approach, Spock finds himself at odds with his father and their relationship once again deteriorates.

Spock has changed little by 2368, when he embarks on a mission to forge peace with the **Romulans**. The chances of success are minimal, and many regard his optimism as illogical. But, looking back on his life, Spock confidently tells **Data** that he has no regrets.

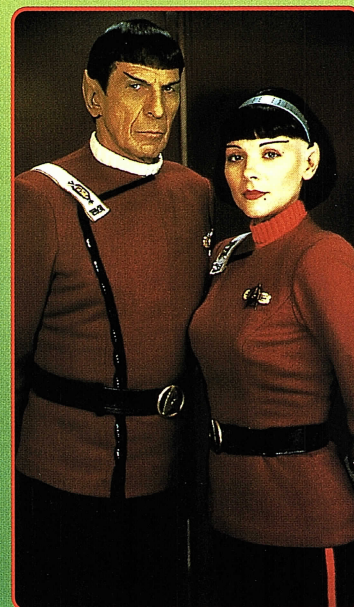


▲ Spock's logical approach to life can seem cold-hearted to humans. This often makes it very difficult for him when he is placed in command situations, as he finds it difficult to allow for human emotions.



▲ After Spock is regenerated on the **Genesis Planet**, he has to relearn everything. Getting in touch with his human side is particularly hard.

▲ Many Vulcans follow Spock into Starfleet, where their logical and disciplined approach is confronted with what they often see as irrational human behavior. Spock himself acquires a degree of ease which eluded him in his earlier years. He tells his protégée, **Valeris**, that logic is only the beginning of wisdom, not the end. By this time he has also acquired a belief in the importance of faith.





FILE 48 KLINGON PERSONNEL

Kurn, Son of Mogh

For many years, Kurn did not realize that he was one of the sons of Mogh. After uncovering his true heritage, he becomes a powerful member of the Klingon High Council before seeing his career ruined by his brother Worf's actions.

Kurn is born on the Klingon home-world, Qo'noS, in 2345. He is the youngest son of Mogh and has one elder brother, Worf. Kurn is less than a year old when his family moves, temporarily, to the Khitomer outpost, and he is left in the care of a close family friend, Lorgh. When Khitomer is attacked by Romulan forces and his parents are killed, most people believe that the infant Kurn is also killed in the massacre. Fearing that enemies of the House of Mogh will attack the child, Lorgh decides to raise him as his own, keeping Kurn's true heritage secret from him.

When Kurn reaches the Age of Ascension in 2358, Lorgh tells him about his parentage and about his brother Worf, who was rescued from the ruins of

Khitomer and raised by humans.

Kurn joins the Klingon Defense Force shortly after he reaches the Age of Ascension and serves dutifully and with honor. Eventually, he rises to the rank of commander and becomes the first officer aboard the Imperial Klingon Cruiser P'agh.

Brothers reunited

In 2366, Kurn learns that the Klingon High Council has declared his father, Mogh, a traitor, and he decides to seek out his brother. He requests, and is granted, a temporary posting to the U.S.S. Enterprise NCC-1701-D as part of the ongoing officer exchange program between Starfleet and the Klingons.

Kurn has complete confidence that his Klingon approach to his duties is superior to Starfleet's, and

he sets a stern example for the crew, allowing for nothing other than perfection in their performance.

While he is aboard the Enterprise, Kurn watches his brother and, when he is satisfied that Worf is sufficiently Klingon, he tells him that they are brothers and about the accusations

that have been levelled at their father – and therefore, under Klingon law, at them. He gives Worf the chance to challenge the ruling and offers to act as his cha'Dich.

During the challenge, Kurn is attacked by assailants in the employ of the Duras family and Captain Picard steps into

his role as Worf's cha'Dich. It is revealed that Duras' father Ja'rod was the true Romulan conspirator in the attack on Khitomer, but K'mpec, leader of the High Council, refuses to let the information out, in an attempt to prevent the civil war that would be a result of this revelation. In order to protect Kurn, Worf

PROFILE ON KURN

NAME: Kurn

BORN: Qo'noS, 2345

FAMILY: House of Mogh

NATURAL RELATIVES: Worf (brother), Alexander (nephew)

REMARKS: Kurn was raised by a family friend, Lorgh, and only discovered his true parentage when he reached the Age of Ascension.

POLITICAL HISTORY: During the Klingon Civil War, Kurn pledges the support of four squadrons to Gowron and is rewarded with a place on the High Council. However, he loses his position in 2372.

FIRST SEEN: 'Sins of the Father' (TNG)

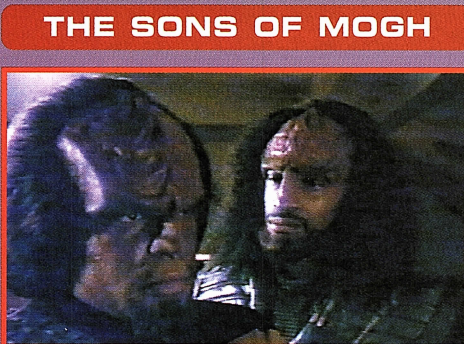


Kurn was raised by Lorgh, a friend of his father's. Although he learns his true identity when he reaches the age of 13, it is kept secret to protect him and is only made public during the Klingon Civil War.



★ First officer

Kurn uses the officer exchange program with Starfleet to obtain a posting on the U.S.S. ENTERPRISE. He performs in typical Klingon fashion, antagonizing many members of the crew, but is able to observe his brother at close quarters.



★ The truth revealed

When Kurn is satisfied that Worf has a Klingon heart, he reveals his identity and tells his brother about the accusations against their father.



★ Loyal brother

Kurn is keen to make his identity public and to stand at Worf's side during the challenge, but Worf insists on caution. Although Kurn often disagrees with Worf's decisions, he respects his position as the elder brother and does as Worf says.



Kurn, Son of Mogh

agrees to accept discommendation, and Kurn is forced to turn his back on his brother and renounce all contact with him.

Kurn returns to the Klingon Defense Force and rises to command of the **Imperial Klingon Cruiser Hegh'ta**.

Kurn is deeply ambitious. When Gowron's position seems weak, Kurn secures the support of four Klingon squadrons, and plans to mount his own bid for the leadership of the High Council and to eliminate the Duras family. Worf, however, insists that Kurn remain loyal to the Klingon leadership, devising a plan to back Gowron in exchange for restoration of their family honor. Although he clearly feels that Worf is misguided, Kurn agrees to abide by his elder brother's decision, as Klingon tradition demands.

Political moves

Kurn manages to convince three of his fellow squadron commanders to back Gowron in his bid for leadership of the council, and he is responsible for saving Gowron's ship, the **Bortas**, from an attack by hostile forces.

Kurn is a formidable warrior and captain, and Worf resigns from Starfleet to serve on Kurn's ship as weapons officer. Kurn relishes battle, and teaches Worf about the glory and honor of being a Klingon warrior. With the support of Kurn's forces, Gowron is successful in defeating the Duras family. Gowron takes his place as leader of the High Council, and rewards the sons of Mogh by restoring their family name and by giving Kurn a seat on the High Council.

However, in 2371, Kurn's tenure on the High Council is cut short

★ Reunited and divided

In a relatively short time, Kurn and Worf develop a relationship they never had as children. But the reestablishment of their family name lasts only four years.



★ Crew member

When Kurn first takes his position aboard the U.S.S. ENTERPRISE, he expects Starfleet officers to live up to his Klingon standards. Although this may not be realistic, Kurn is still an honorable officer. He later reveals his identity to Worf.



★ A Klingon warrior

Kurn is a warrior through and through. He believes in honor above all else – borne out by his willingness to die after the Mogh name is disgraced once more.

when Worf refuses to support Gowron's attack on **Cardassia**. In revenge, Gowron strips the members of the House of Mogh of all their titles, seizes their lands, and expels Kurn from his seat on the Council.

Kurn is deeply frustrated. Once again his brother has dashed his hopes of advancement and power, by behaving in a way that Kurn believes is inappropriate for a Klingon.

Death wish

Despondent and disgraced, the outcast Kurn travels to **Deep Space Nine**, where he asks Worf to perform the **Mauk-to'Vor**, a death ritual which Kurn feels is the only way to regain his honor. Worf reluctantly agrees to carry out his brother's wish and stabs Kurn, but **Dax** and **Odo** burst in just in time to transport Kurn to the infirmary. Kurn survives, albeit unhappily, and Worf, hoping to give Kurn a purpose on the station, convinces Odo to make him a deputy on his security force.

Kurn takes the job, and initially performs well. However, his true emotions soon surface, and Kurn allows himself to be attacked, hoping to die this way. **Dr. Bashir**

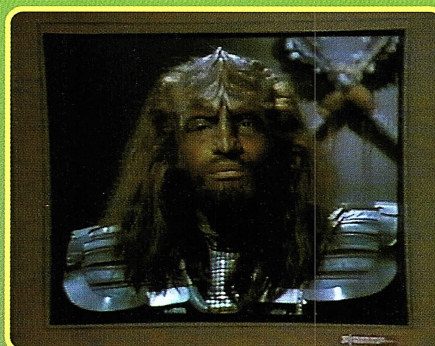


once again saves his life, but Odo refuses to work with a man carrying a death wish, and fires him. Worf then convinces Kurn to help him undertake a secret mission aboard a Klingon ship, and Kurn agrees. During the mission, they are discovered by a Klingon soldier and Kurn is forced to kill the officer to save his brother. This act only sinks him deeper into depression as he realizes his dishonor is complete – he has killed a brave Klingon warrior. He drinks himself into unconsciousness.

Dax suggests to Worf that the only way to restore Kurn's honor is to create a new life for him. Worf asks Bashir to erase Kurn's memory and alter his features and DNA pattern – effectively erasing

★ Support for Gowron

Kurn's support helps Gowron to secure his position as Chancellor. But this doesn't ensure Kurn's position forever.



★ Death wish

Kurn, despondent over the stripping of his titles, wants Worf to perform the Mauk-to'Vor, the Klingon ritual homicide.

his previous existence. Bashir agrees to the procedure and, when Kurn awakes, tells him he is suffering from amnesia caused by a plasma explosion aboard his ship. He is told that his name is **Rodek** of the **House of Noggra**, a small but proud line. Noggra takes Kurn with him, now with his honor restored as Rodek, allowing him to start a new life and regain his place in Klingon society.

★ Another life

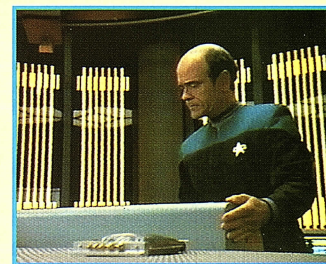
Kurn gains a new identity after having his memory wiped by Dr. Bashir. Now known as Rodek, he is told he is from the House of Noggra. This small but proud family will try to provide a new life for Kurn, but his ambitions for power and glory may never be quite the same.



"I already have the support of four squadrons ... when the time comes they will follow me. Join us, Worf, and we will usher in a new era" — Kurn

Biobeds: 2370s

The **biobed** is a vital element of any **Starfleet** sickbay. By the 2370s, biobeds are extremely advanced, and provide medical personnel with detailed diagnostic information and an excellent environment for surgery.



▲ The primary biobed is located in a circular area in sickbay. Information from the built-in sensors can be routed to a number of consoles around the room for convenience.

The **biobed** has been an essential component of the **Starfleet** sickbay since the 23rd century. In the 2260s, the models in use on starships such as the **U.S.S. Enterprise NCC-1701** were relatively primitive and provided basic information about a patient's vital signs such as heart rate and blood pressure. By the 2370s, the biobed has advanced considerably, and the latest **Starfleet** vessels, such as the **Sovereign-class U.S.S. Enterprise NCC-1701-E** and the **Intrepid-class U.S.S. Voyager NCC-74656**, feature sophisticated biobeds that can provide a wide range of invaluable information to medical staff.

The **Voyager** sickbay is equipped with three standard biobeds and one primary biobed, which has advanced diagnostic and surgical functions. The standard biobeds are arranged along the length of one wall; the primary biobed is located in a circular area that is equipped to produce a sterile environment, or to quarantine a patient.

All medical biobeds serve as examination tables, and are equipped with monitors and scanners. They also, of course, provide a place for the patient to rest under the watchful gaze of the ship's physician.

Functional design

Biobeds are designed to accommodate a wide variety of humanoid life forms. On average, a biobed is one meter wide and two meters long. It is raised to a height that permits the medical staff to have adequate and comfortable access to the patient when giving examinations, administering hyposprays, and performing other medical tasks. Biobed elevation is especially important during extended surgery to prevent doctors and nurses

PRIMARY BIOBED

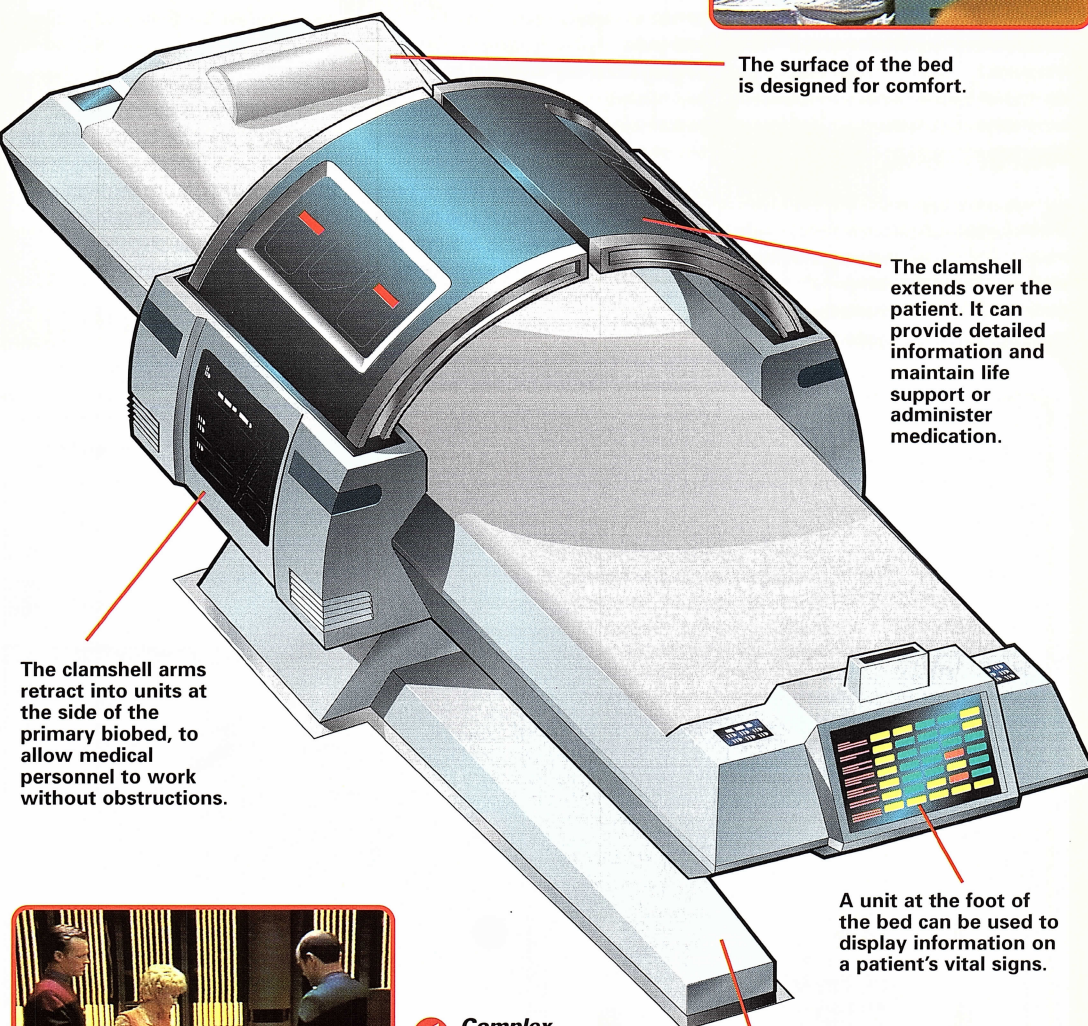
The primary biobed is a highly sophisticated unit that is used for everything from routine examinations to complex surgery. It is housed in a circular area which can easily be quarantined to isolate infectious patients.

▶ The primary biobed is probably the most important piece of diagnostic and surgical equipment in sickbay, and is in regular use.



The surface of the bed is designed for comfort.

The clamshell extends over the patient. It can provide detailed information and maintain life support or administer medication.

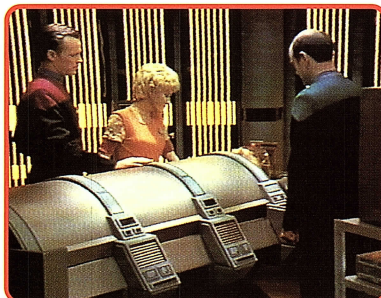


The clamshell arms retract into units at the side of the primary biobed, to allow medical personnel to work without obstructions.

A unit at the foot of the bed can be used to display information on a patient's vital signs.

▶ Complex or unusual procedures may involve attaching additional equipment, such as an isotropic restraint, to the primary biobed.

The biobed can be rotated through 360 degrees for ease of use.



Biobeds: 2370s

▶ **The primary biobed is equipped with sophisticated sensors and is normally used to examine and treat patients. It is also used during surgery and other special procedures.**

from becoming fatigued. The horizontal surface of the biobed, on which the patient rests, is covered with fabric and contains a wedge-shaped, built-in, pillow at the head. The bed can also incline to benefit the patient in certain conditions or during certain procedures, such as pre-natal exams and childbirth.

All biobeds are equipped with biosensor displays which are mounted at the head of each unit. They are also equipped with 'clamshell' arms, which can be extended from the side of the bed to cover a patient's midriff. These arms contain extremely high resolution medical scanners and can provide detailed diagnostic information.

The three standard biobeds are normally used for patient recovery, with the sensors constantly monitoring the patient's condition. However, if necessary, they are sufficiently sophisticated for most medical procedures.

Principal device

The primary biobed in *Voyager's* sickbay is more sophisticated than the other three biobeds, and is normally the first port of call. It is used for initial diagnoses and



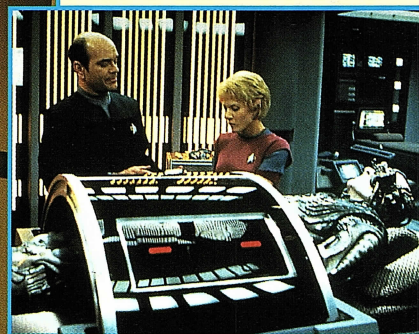
routine examinations. Unlike the other biobeds, this unit is free-standing and can be rotated through 360 degrees to allow medical staff to work in comfort; it contains more monitors, consoles, and other medical equipment than the standard biobeds. It is effectively a self-contained med lab and can be used to analyze parts of, or samples from, a life form such as a **Borg** hand, or other organic objects such as **bioneural gel packs**.

The primary biobed also serves as the ship's main surgical biobed. Suspended above it is a surgical unit that is equipped with lights, an array of biological sensors, and a forcefield generator. The biobed

itself is equipped with unobtrusive biological scanners that continually monitor the patient's physical condition. The biobed sensors feed directly into the sickbay's medical computers; readouts are normally displayed on biobed monitor screens, but can be rerouted to medical console stations, the sickbay's main diagnostic display, or to medical **tricorders**.

The circular area around *Voyager's* primary biobed can be isolated by a forcefield which is powerful enough to restrain a dangerous or violent patient. This allows infectious patients to be quarantined, and has proved invaluable during the treatment of hostile life forms.

▶ **The primary biobed is equipped with a high-tech clamshell unit which can be used to gather detailed information on the patient and to aid in surgery.**



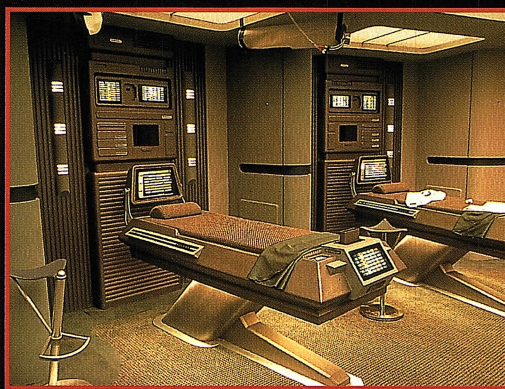
As on the standard biobeds, surgical support frames are built into 'clamshell' arms which extend from the base unit. These arms form a bridge over the patient and give detailed diagnostic information. They can also be used to maintain basic life support for most biological life forms. The arms house additional scanners, display units, life support diagnostics, and recovery devices. In surgery, they can combine with the overhead unit to generate a sterile environment. The surgical support frame is invaluable for submicroscopic dissection and other delicate or intricate medical procedures.

A neural unit is attached to the head of the biobed and can be used to scan a patient's brainwaves or to alter his or her brain chemistry.

STANDARD BIOBEDS

Recovery units

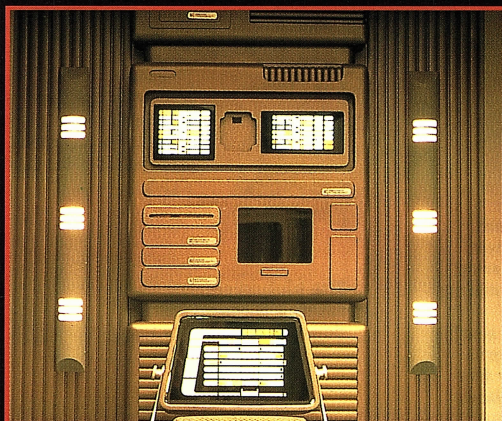
Despite the dangers of space travel, Starfleet personnel are rarely affected by medical conditions which require a prolonged stay in sickbay. Thus, the *U.S.S. Voyager's* sickbay is only equipped with three standard biobeds. After receiving treatment, a patient may be required to rest on one of these units until he or she is fit to return to duty. The standard biobeds are designed principally to monitor the condition of a patient and are in clear view of the Chief Medical Officer's office. Displays at the head and foot of the bed indicate the patient's condition.



▶ **Three standard biobeds are located along one wall in sickbay. They are normally used for patients who are recovering.**

▶ **The biobed constantly monitors a patient's condition, ensuring that he or she remains stable during the recovery period. A series of screens display all the relevant information.**

▶ **Monitors at the foot of each biobed can be used to provide information on a patient's vital signs or to access medical records for comparison. If necessary, the medical staff can transfer information to other displays.**



Custom units

Additional medical equipment can be attached directly to the primary biobed. For instance, a large semicircular unit that covers the patient's body from head to foot can form an isotropic restraint, which is capable of restricting patient movement to no more than two microns in any direction. On other occasions, a similar unit has served as a chamber that can be used to eliminate **chroniton** radiation.





FILE 71 STAR TREK: VOYAGER

'Innocence'

CAPTAIN'S LOG
SUPPLEMENTAL

"I have sent out scouting parties to analyze the mineral deposits in the moons around Drayan II. Meanwhile, I have arranged a meeting with the planet's leader."

Trapped on the surface of an alien moon, Tuvok is forced to protect three children who appear to have been sentenced to death by their own society, the isolationist Drayans. Meanwhile, the *U.S.S. Voyager NCC-74656* seems to have fallen foul of the Drayans too.

The *U.S.S. Voyager NCC-74656* is attempting to negotiate with the **Drayans** for a vital mineral. A Drayan group beams aboard, including the First Prelate, **Alcia**.

Voyager has sent scouting parties to a moon around their planet. Tuvok's shuttle crashlands, and **Ensign Bennet** is killed; they cannot be beamed back due to atmospheric turbulence. On the surface Tuvok meets a girl, **Tressa**, who tells him that she and two other children also crashlanded. The children tell him they are terrified of the night – when the **Morrok** will come out of its cave to take them to death.

The Drayans abruptly leave *Voyager*, and Alcia asks Janeway to leave their space.

When a Drayan ship finds Tuvok's shuttle, the children tell him that the other Drayans sent them here to die, and they hide while the Drayans examine the shuttle.

Janeway realizes that Tuvok is missing and follows the ion trail left by his shuttle. When *Voyager* reaches the moon, the Drayans contact Janeway and insist that she removes her crewman from their holy place.

Impossible escape

The next morning, Tuvok discovers that two of the children have vanished; only Tressa remains. He investigates the Morrok's cave and finds the children's clothes. Returning to the shuttle, he prepares to leave, and contacts *Voyager*.

The Drayans refuse to cooperate, and Janeway decides to take a shuttle to the surface. Meanwhile, Tuvok manages to take off, but the Drayans fire on the shuttle, forcing him to land again. Everyone meets on the surface. Alcia explains that Tressa is actually an old woman; within a few hours the energy within her body will lose cohesion and she will die of old age. Attendants on the crashed Drayan ship were supposed to care for the children – an honorable role that Tuvok has filled admirably. Impressed by the **Vulcan**, the Drayans agree to leave him alone with Tressa until she dies.

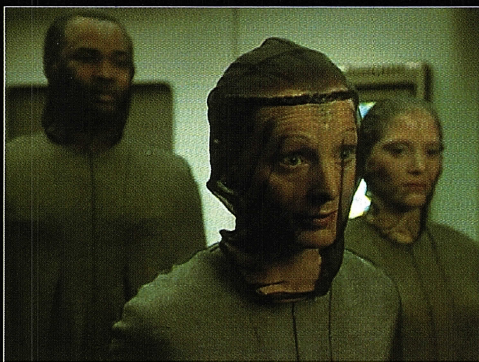
ON SCREEN...



1 Tuvok's shuttle is caught in the turbulent atmosphere of one of the Drayan moons. He is forced to make a crashlanding, and Ensign Bennet is killed.



2 Tuvok finds a small child who is watching him. Her name is Tressa, and she tells him that she and two other children are the only survivors of another crash.



3 The Drayans are aboard the *U.S.S. VOYAGER* to discuss Captain Janeway's request for minerals. First Prelate Alcia receives a message, and leaves abruptly.



4 Night falls, and Tuvok has to comfort the children. When he looks for them in the morning he discovers that only Tressa is left – the others have disappeared.



5 The transporters cannot beam Tuvok through the moon's atmosphere, so Captain Janeway decides to ignore the Drayans' wishes and rescue him in a shuttle.



6 The Drayans explain that Tressa is actually an old woman, who has come to the moon to die. Alcia allows Tuvok to stay with Tressa in her final moments.

STARSHIP FACTS

The Drayans' aging process is reversed; in old age, they lose their memories and become innocent.



FILE 71

'The Thaw'

When the crew of the *U.S.S. Voyager NCC-74656* try to help three humanoids in a state of hibernation, they enter a bizarre artificial reality that is dominated by a sadistic embodiment of fear.

The *U.S.S. Voyager NCC-74656* beams aboard five hibernation pods from a 'dead' planet. Two of the sleepers have been killed by heart attacks; the minds of the other three are linked to a computer. Because there is no way of safely disconnecting the neural link between the remaining sleepers, **Tuvok** suggests using the two free tubes to join them and find out what is wrong.

Harry and **B'Elanna** use the tubes and enter an artificial fairground environment, populated by characters who turn on the **Starfleet** officers. Fortunately, the three sleepers appear and tell them to stop. The characters are led by a clown whom **Captain Janeway** later nicknames 'Fear'; he knows everything that Harry and B'Elanna are doing, and is determined to stop them shutting down the program. Fear tells the crewmen that if they leave he will kill one of the sleepers, but Harry manages to persuade him to release B'Elanna so she can talk with Janeway.

Talking to Fear

The captain sends the **Doctor** into negotiate with Fear, but the clown is unwilling to compromise. Following a veiled suggestion from one of the hostages, B'Elanna tries to interrupt the **optronic relays**, disrupting the environment. The Doctor returns to Fear's world while she works, hoping to distract his attention. As they talk, the artificial world begins to disappear, but Fear realizes what is happening and kills one of the sleepers, forcing Janeway to abandon the rescue attempt.

Janeway changes her approach. She sends the Doctor back, and he tells Fear that unless he releases all the hostages and takes Captain Janeway in their place, she will shut the program down. Fascinated, Fear accepts.

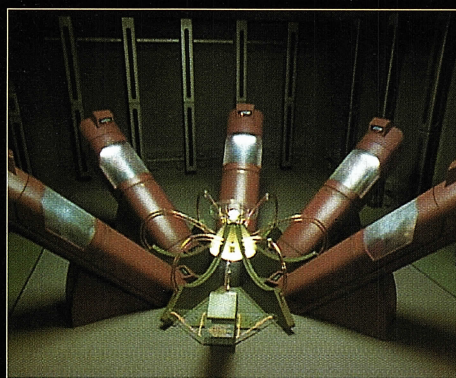
Janeway arrives, but as soon as the others are safe, she reveals that she is a hologram – the real Janeway is connected to the system, but she is not in stasis. Without anyone to support him, Fear vanishes.

'THE THAW'

"It happened over months, without our even realizing it. All of us had fears about survival, recovery. We never anticipated the computer would manifest those fears into him."

– Viora

ON SCREEN...



1 The crew of the *U.S.S. VOYAGER* retrieve a group of hibernation pods. The three surviving sleepers are linked to a computer-generated artificial reality.



2 Harry and B'Elanna enter the artificial reality to find out what is happening. They discover a 'world' of demented clowns, with a ruler named 'Fear'.



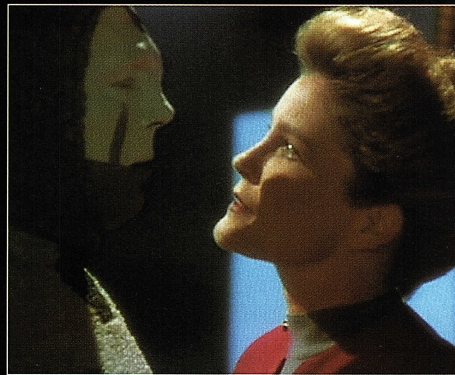
3 The three sleepers explain that Fear is a manifestation of their own subconscious fears. He is connected to their minds, and can read all their thoughts.



4 Because Fear cannot read the Doctor's mind, Captain Janeway sends him in to negotiate. Unfortunately, Fear is not interested in a deal.



5 Captain Janeway manages to persuade Fear to accept her in place of Harry and the three sleepers. She believes she has found a way to defeat him.



6 Janeway does not enter stasis, but appears as a hologram. She tells Fear she believes he wants to be defeated, as fear always wants to come to an end.

STARSHIP FACTS



'Fear' can access the thoughts of anyone connected to the system, but there is a built-in delay.



FILE 68 STAR TREK: The Original Series

'The Changeling'

'THE CHANGELING'

"It was damaged in deep space ... its memory banks were destroyed ... then it met the other ... an alien probe of great power. Somehow they merged, repaired each other, became one ... It took from the other a new directive to replace its own."

— Spock on Nomad

Hundreds of years after the *Nomad* probe left Earth, it rediscovers its 'creator'. But *Nomad* has changed; it no longer believes that its purpose is to seek out new life, and is determined to destroy everything it regards as imperfect.

The *U.S.S. Enterprise NCC-1701* is called to the **Malurian system**, where all four billion inhabitants have been killed. The ship is attacked by a small craft, and the shields are knocked out. **Kirk** contacts the craft, which is called *Nomad*, and beams it aboard.

Nomad is a probe. When it learns that Kirk comes from Earth it identifies him as its creator, and explains that its function is to destroy biological infestations. Spock believes that *Nomad* was launched from Earth in the 21st century, and that it has mistaken Kirk for its creator, **Jackson Roykirk**. Somehow, its programming and capabilities have been altered.

Nomad hears **Uhura** singing over the intercom and goes to the bridge, where it wipes her memory. When **Scotty** tries to intervene, *Nomad* kills him, but then, at Kirk's request, restores him to perfect health.

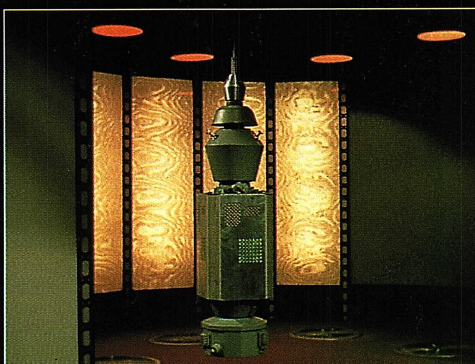
New purpose

Spock mind-melds with *Nomad* and learns that it merged with an alien probe, **Tan Ru**, and that their purpose became confused. The reborn probe is convinced that its purpose is to sterilize all imperfections; the crew are only alive because *Nomad* believes that Kirk is its creator.

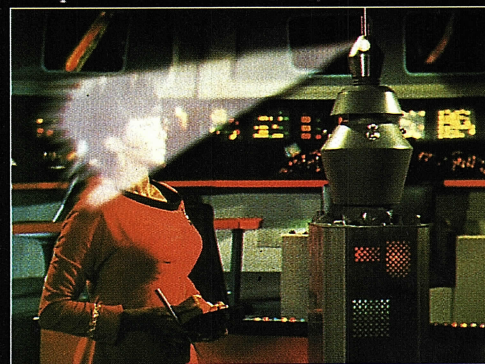
Kirk confronts *Nomad* in Engineering; it insists that biological units are inferior, but Kirk tells it that he, a biological unit, created it. Puzzled, *Nomad* decides to re-evaluate.

Nomad examines Kirk's personnel file, then returns to Engineering, where it shuts off life support. Kirk tells *Nomad* to repair the systems, but the probe refuses. *Nomad* insists that it is perfect, and that it will return to Earth and sterilize everything that is in error. Kirk seizes upon this, and tells *Nomad* that it has itself made an error – he is not the creator; Jackson Roykirk is dead. As *Nomad*'s programming starts to break down, Kirk and Spock fix two antigravs to the deadly probe, and carry it to the transporter room. They manage to beam it into space just before it destroys itself.

ON SCREEN...



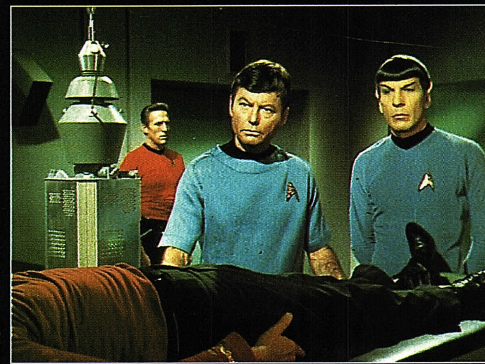
1 After Kirk contacts *NOMAD*, it beams aboard the *U.S.S. ENTERPRISE*. Despite its enormous power, it is little more than a meter long. It was originally launched from Earth.



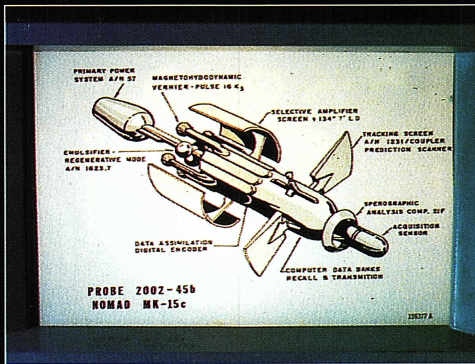
2 When *NOMAD* hears Uhura singing, it goes to the bridge and demands to know the purpose of music. When Uhura can't answer, it wipes her memory.



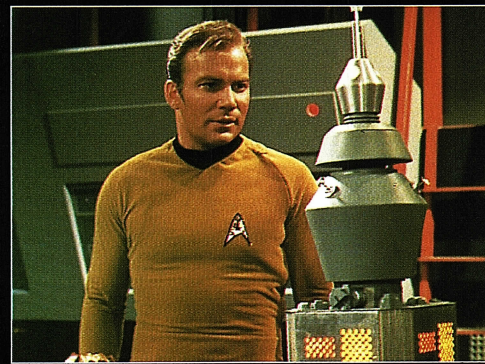
3 Scotty tries to save Uhura, but *Nomad* strikes him down with a single beam. McCoy examines the body and discovers that the chief engineer is dead.



4 Because Kirk asks it to, *NOMAD* decides to 'repair' Scotty. After absorbing the necessary medical data, it revives the engineer without even touching him.



5 *NOMAD* was originally a probe launched from Earth in the 21st century, but it merged with an alien probe called **TAN RU**, becoming far more powerful.



6 *NOMAD* plans to destroy everything which is 'in error'. Kirk tells the probe that because it has mistakenly identified him, it is flawed, and it destroys itself.

STARSHIP FACTS

Nomad is incapable of restoring Uhura's memory, and she has to be completely re-educated.



'The Apple'

At first sight, Gamma Trianguli VI is a paradise. But perfection has its price: the People of Vaal live as slaves to an ancient computer. They have not progressed for thousands of years, and have no idea about the value of love.

Gamma Trianguli VI appears to be a paradise, but a few minutes after a landing party from the **U.S.S. Enterprise NCC-1701** beam down, a poisonous plant kills one of its members and **Kirk** discovers that the rocks are explosive. Something under the surface of the planet saps the *Enterprise's* antimatter pods and, as a result, the team cannot beam back to the ship.

Two more crew members are killed before the rest of the landing party manage to capture one of the natives. His name is **Akuta**, and he explains that he is the leader of the **People of Vaal**.

Meanwhile, a tractor beam locks onto the *Enterprise* and begins to pull the ship into the atmosphere, where it will burn up.

Akuta takes the landing party to Vaal – a snakelike head carved in the rock. **Spock** reports that it is the access point for an underground power supply, but it is protected by a forcefield. Akuta then takes the landing party to the village.

Servant of Vaal

McCoy discovers that the villagers, who know nothing about love or sex, are not aging. Kirk and Spock watch from a distance while the villagers feed Vaal with local produce, and Spock surmises that Vaal needs power. Later, Akuta assembles the males and tells them Vaal has ordered them to kill the newcomers, but he has to show the innocent villagers how to kill.

Kirk and Spock try to tell Vaal that they are peaceful, but it is no good. When the villagers attack, the landing party overpower them easily, and imprison them in their huts. The *Enterprise* cannot escape from the tractor beam, but Vaal is weakening and needs feeding. Kirk orders Scotty to fire on the carved head from orbit. The forcefield protects Vaal for a long time before finally giving way, freeing the *Enterprise* and ushering in a new era of love and growth for the People of Vaal.

STARSHIP FACTS



Vaal is actually a computer designed to manage the planet's environment, but it has taken over the planet. The people of Vaal do everything their 'master' tells them to.

CAPTAIN'S LOG STARDATE: 3715.3

"While making a routine exploration of the unexplored Gamma Trianguli VI, one of my men has been killed by a poisonous plant."

ON SCREEN...



1 The U.S.S. *ENTERPRISE* landing party are very impressed with Gamma Trianguli VI, which appears to be a veritable Garden of Eden.



2 The planet is more dangerous than it seems – Ensign Hendorff is killed by a plant which fires a cluster of poisonous darts into his chest.



3 The landing party meet Akuta, who has been watching them. Akuta is the leader of the People of Vaal, and has been fitted with two small antennae.



4 Akuta takes the landing party to Vaal. The villagers' 'god' is a massive head carved in the rocks. Spock deduces that it is linked to a huge computer.



5 Akuta tells the other villagers that Vaal wants them to kill the visitors. He has to explain what 'killing' is, demonstrating how to crush the visitors' heads.



6 Attacking the *ENTERPRISE* has drained Vaal's power supply. Kirk orders Scotty to fire the ship's phasers at the computer on the surface, finally destroying it.



FILE 70 STAR TREK: DEEP SPACE NINE

'Q-Less'

On a trip to the **Gamma Quadrant**, Dax is amazed to find the human archeologist Vash. It seems that Q had taken her there long before the wormhole was discovered. But Vash has fallen out with the almost omnipotent being, and is determined to come home.

STATION LOG
STARDATE 46531.2

"The station's power is continuing to be drained and converted into gravitons. At this rate our life support systems will fail in 14 hours."

Chief O'Brien is called to Landing Pad 5. Dax has returned from a trip to the **Gamma Quadrant** in the **U.S.S. Ganges**, and the **Runabout's** power levels are virtually empty. O'Brien discovers that Dax has picked up **Vash**, an archeologist and adventurer the chief once met aboard the **U.S.S. Enterprise NCC-1701-D**.

Dax tells O'Brien that she discovered Vash in the Gamma Quadrant; Vash was taken there by the unpredictable **Q**, and has never heard of the wormhole. Vash is taken to the infirmary for a routine check-up, and it becomes clear that Q has also arrived on **Deep Space Nine** in order to see her again.

Vash deposits the artifacts she recovered from the Gamma Quadrant in the station's Assay Office. Among her haul is a beautiful, glowing antique box, similar in appearance to **Promethean quartz**. As Vash goes to book transport off **Deep Space Nine** she meets **Sisko**, who tells her that the **Daystrom Institute** is keen to hear her tales of the Gamma Quadrant. Sisko continues: "**Professor Wu** is especially eager to speak to you again." Vash is dismissive; Wu twice suspended her membership of their Archeological Council for selling illegal artifacts. "When it comes to choosing between science and profit," Vash says, "I'll choose profit every time."

Inescapable Q

O'Brien attempts to discover why Dax's **Runabout** lost power. The **Ganges'** power reserves are empty, its inertial dampening fields are barely operational, and the warp drive containment field is on the verge of collapse, but there is nothing wrong with any of them. The Chief tells Sisko: "It's like something tapped into the ship's systems and drained them dry." Sisko asks O'Brien about Vash, and the Chief hints that Vash and **Jean-Luc Picard** were close friends – "The captain always liked a good challenge."

The station then experiences the first in a series of puzzling broad spectrum power drains, accompanied by an increase in the **graviton** field. Dax observes that the same thing happened when she lost power on the **Ganges**.

O'Brien shows Vash to her living quarters, and she finds Q waiting for her inside. Vash isn't pleased by his reappearance, but Q

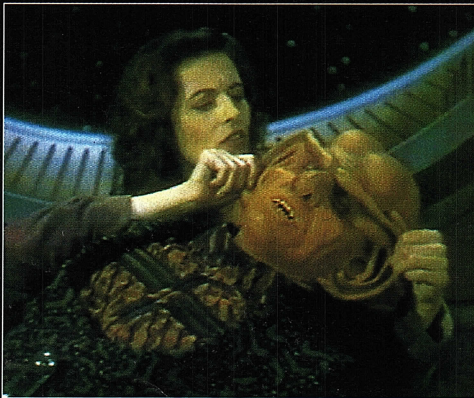
ON SCREEN...



1 Chief O'Brien is amazed to discover that Vash is aboard Dax's **RUNABOUT**, and that she has spent the last two years in the Gamma Quadrant.



2 Vash explains that a 'friend' dropped her off in the Gamma Quadrant. It is apparent that Q is intent on following her, even though she's had enough of him.



3 Vash manages to persuade Quark to reduce his rate of commission to 22 percent by judiciously rubbing his ears. As Quark remarks, she has a talent for oo-mox.



4 Sisko finds Vash in Quark's bar, and asks her about Q. When the omnipotent being appears, Sisko tells him he thinks he is responsible for the power outages.



5 Q is amused by Sisko's physical approach, and offers to fight him. He is surprised when Sisko hits him, but is pleased that he is easier to provoke than Picard.



6 The auction begins with the sale of a statue from the Gamma Quadrant. Vash tries to explain its background, but Quark takes over and points out how rare it is.



'Q-Less'

reminds her that she might have come to serious harm without him close by. When Quark arrives to arrange the auction of Vash's artifacts, Q disappears. After Vash gives Quark some stimulating **oo-mox**, the **Ferengi** agrees to take only 22 percent of the profits from the artifact sale.

Later on, O'Brien spots Q on the Promenade and immediately warns the commander. The Chief suspects Q is behind the station's power losses, and for the first time in a month there's nothing wrong with any of *Deep Space Nine's* systems. Sisko confronts Q on the Promenade, and demands that he stop the power outages. Q denies having anything to do with them and Sisko eventually comes to believe him, remarking to O'Brien that "playing with the lights" isn't really Q's style.

Losing power

There is another, more severe power drain, and O'Brien tells the commander that the station's **Cardassian** sensors are having trouble detecting the source of the problem. While Dax sets about making the drain easier to detect, the graviton field increases by 60 percent, pulling *Deep Space Nine* out of its normal position. Control thrusters fail to halt the drift, and the station starts to edge dangerously close to the wormhole. Q appears, and cryptically warns the crew that Vash's sale of artifacts is more dangerous than anything else.

After much haggling between Vash and Quark over her artifacts, the auction commences on the Promenade. Quark's guests – friends, family, cherished business associates – follow his injunction to "Bid high and bid often," but things reach fever pitch when Quark unveils the glowing box as the final item. Q tries to warn the bidders that the station is hurtling toward its doom, but Quark insists that there's nothing to worry about.

Dax suggests to Sisko that if power is restored to the station's failed reactors, it will feed more energy into the graviton field, creating enough energy for a traceable power drain. Although this may pull *Deep Space Nine* into the wormhole more rapidly, Sisko believes it's a risk worth taking.

Q again interrupts the auction in order to bid a million **latinum** pieces for the box. Quark can hardly contain his delight; however, before he can acquire the latinum Sisko, Dax and O'Brien finally discover that the box is the source of the power drain. As the wormhole draws closer, the antiquity is rapidly transported off *Deep Space Nine*. Vash and Quark watch in horror and surprise as the energy-sapping object transforms into

a bright, jellyfish-like life form that escapes into the wormhole. Control thrusters are deployed, and the station returns to its correct position.

Vash bids farewell to *Deep Space Nine* and tells Q that she is headed for the Daystrom Institute on Earth. Although Q

argues that after a lifetime of adventure Vash will find Earth boring, he agrees to leave her alone. Vash then admits that she is tempted by Quark's suggestion that she go relic-hunting on **Tatarus V** – it seems that she really couldn't be happy in a dusty academic position after all.

ON SCREEN...



7 The station is suffering serious difficulties, and Dax and O'Brien cannot pin the problem down. They only have 18 minutes before **DEEP SPACE NINE** is pulled into the wormhole.



8 Vash thinks Q is responsible for the station's problems, but he assures her that it has nothing to do with him. He offers to save her, explaining he plans to watch the station's destruction.



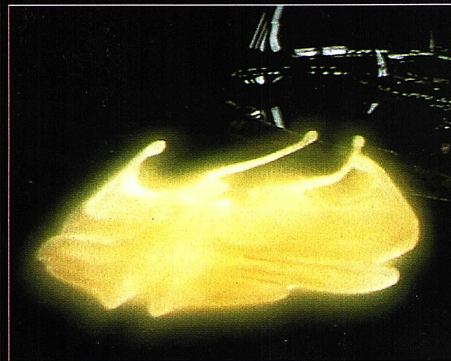
9 Quark can barely contain his excitement when the bidding for the box goes over 2,500 bars of latinum. He has no idea how dangerous the object is, and can only think of Q's final bid – a million bars of gold-pressed latinum.



10 The senior staff arrive before Quark can complete the sale, and Dax reports that the box is the source of all the station's problems. There is a massive graviton buildup within the container which must be removed at once.



11 Commander Sisko attaches his combadge to the artifact and orders Chief O'Brien to transport it 500 meters off the docking ring, where a huge life form safely emerges.



12 The embryonic life form leaves **DEEP SPACE NINE**, and graviton levels return to normal. The control thrusters are used to return the station to its original position, and Vash goes on her way.

STARSHIP FACTS

Q offers to make good on his offer to give Vash a million bars of latinum, but she tells him she'd rather be left alone.



D

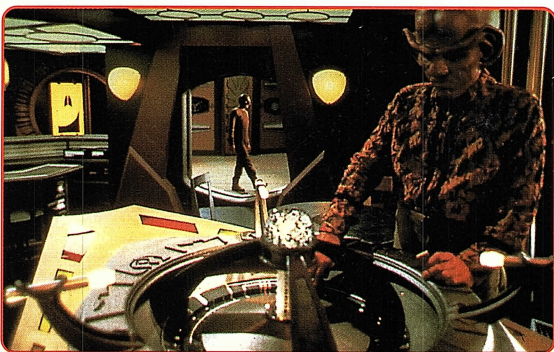
D'akturak Klingon word meaning 'ice man.' **Curzon Dax** used it as a nickname for **Koloth**, because he was such a difficult and implacable negotiator. (*Starship Log: 'Blood Oath'* [DS9]) **SEE FILES 11, 48, 70**

D'Amato, Lieutenant Geologist assigned to the **U.S.S. Enterprise NCC-1701**. D'Amato was fatally injured by a cellular disruption device at the **Kalandan** outpost in 2268. (*Starship Log: 'That Which Survives'* [TOS]) **SEE FILES 18, 20, 68**

D'Arsay Ancient, now extinct civilization active in the D'Arsay System more than 87 million years ago. The **U.S.S. Enterprise NCC-1701-D** encountered a probe containing recorded information on the history, politics and religion of the civilization in 2370. (*Starship Log: 'Masks'* [TNG]) **SEE FILES 6, 18, 25, 69**

D'Ghor Klingon warrior who was dishonored when he was willing to kill a defenseless **Quark** during a challenge. D'Ghor had previously conspired against his enemy, **Kozak**, in an attempt to gain control of his house. (*Starship Log: 'The House of Quark'* [DS9]) **SEE FILES 11, 70**

D'jarra The ancient caste system on **Bajor** which dictated an individual's profession and social standing. Although abandoned during the **Cardassian** occupation, the D'jarras were reimposed in 2371 by **Akorem Laan** during his brief period as the **Emissary**. (*Starship Log: 'Accession'* [DS9]) **SEE FILES 10, 70**



Dabo is one of the most popular attractions at **Quark's bar**. The game resembles roulette, and is normally operated by attractive **Dabo girls**.

Dabo A wagering game involving a rotating disk, similar to roulette. **Dabo** is a popular diversion in **Quark's bar** on **Deep Space Nine**. (*Starship Log: 'Emissary'* [DS9]) **SEE FILES 66, 70**

Dabo girls The attractive and shapely operators of the **Dabo** table, such as **Leeta** and **Miss Sarda**. A Dabo girl is used to attract gamblers to the wheel,



D'Ghor is a particularly scheming and dishonest Klingon. In the early 2370s, he conspired to destabilize his enemy **Kozak's** house so that he could replace him as its head. But he was thwarted when **Kozak** died on **DEEP SPACE NINE** and his widow **Grilka** married **Quark**. D'Ghor added to his disgrace by being prepared to kill an unarmed **Quark**.

and to keep them there. (*Starship Log: 'Captive Pursuit'* [DS9]) **SEE FILES 47, 70**

Dachlyds Species engaged in a commerce dispute with the **Gemarians**, which **Captain Picard** arbitrated to a favorable resolution in 2366. (*Starship Log: 'Captain's Holiday'* [TNG]) **SEE FILE 69**

Daedalus class Federation designation for a model of starship deployed in the early 21st century, and retired from active service before 2200. The **U.S.S. Essex NCC-173** was a member of the **Daedalus** class. **Benjamin Sisko** had a model of a ship of this class in his office on **Deep Space Nine**. (*Starship Log: 'Power Play'* [TNG]) **SEE FILES 31, 68, 69, 70**

Daggin An **Ocampan**, and a friend of **Kes's** who greeted her warmly when she returned to the Ocampan city with a **Voyager** away team in 2371. (*Starship Log: 'Caretaker'* [VOY]) **SEE FILE 18, 71**

DaH 'Now!' in the Klingon language. (*Starship Log: 'The House of Quark'* [DS9]) **SEE FILES 11, 70**

Dahar Master A Klingon position of great status and honor. In the early 2370s, **Kor** was Dahar Master. (*Starship Log: 'Blood Oath'* [DS9]) **SEE FILES 11, 48, 70**



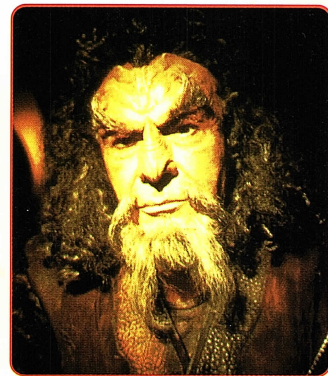
When **Shakaar** led a rebellion against **Kai Winn**, he took his forces into the hills of **Dahkur province**. He and his followers used the same hills to hide from the **Cardassians** during their occupation of **Bajor**.

Dahkur province A province on **Bajor** and the homeland of **Kira Nerys**, who almost returned to the capital as an artist's apprentice. Dahkur province was the site of an agricultural rebellion led by **Shakaar Edon** in 2371, immediately before he became first minister. (*Starship Log: 'Accession'* [DS9]) **SEE FILES 10, 70**

D'akturak
D'Amato, Lieutenant
D'Arsay
D'Ghor
D'jarra
Dabo
Dabo girls
Dachlyds
Daedalus class
Daggin
DaH
Dahar Master
Dahkur province
Daily, Jon
DaiMon
Dakar
Dakeen Monastery
Dal'Rok
Dalby, Kenneth
Daled IV
Damar, Glinn
Dammur
dampening field
damping field
Danar, Gul
Danar, Roga
Dancing Doctor, The



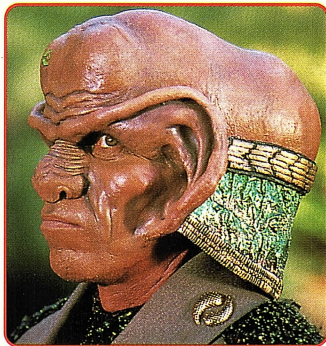
The **Bajoran Leeta** is one of the **Dabo girls** who work in **Quark's bar**. He employs beautiful women to attract potential players to the gambling table.



Kor never tires of telling people about his victories and his skills, but although he may exaggerate, the Klingon **Dahar Master** should never be underestimated.



Daily, Jon Captain of the *Astral Queen*, who did not make his scheduled stop for passengers at **Planet Q** in 2267, so that **Captain Kirk** could investigate murder allegations against the actor **Anton Karidian**. (*Starship Log*: 'The Conscience of the King' [TOS]) **SEE FILES 3, 68**



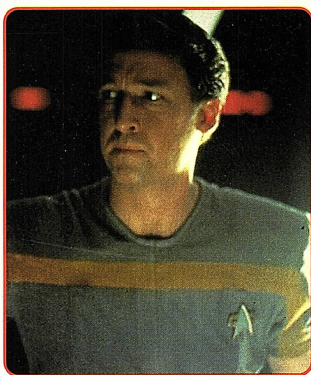
◀ **DaiMons** are high-ranking members of the Ferengi military, and normally command starships. In accordance with Ferengi traditions, they purchase their positions rather than earning them through merit.

DaiMon A Ferengi military rank, roughly equivalent to a **Starfleet** captain. (*Starship Log*: 'The Last Outpost' [TNG]), 'Ferengi Love Songs' [DS9] **SEE FILES 14, 69, 70**

Dakar Capital city of Senegal, located on the Western coast of the Earth continent of Africa. Dakar is the primary manufacturing site for the submicroscopic robots called **nanites**. (*Starship Log*: 'Evolution' [TNG]) **SEE FILES 18, 69**

Dakeen Monastery A **Bajoran** religious institution. **Vedek Bareil** was on a personal retreat here just before the **Kendra Valley massacre**. (*Starship Log*: 'The Collaborator' [DS9]) **SEE FILES 10, 47, 70**

Dal'Rok Apparently supernatural enemy of a **Bajoran** village, which is rebuffed each harvest season through storytelling. The Dal'Rok is actually generated by a fragment of a **Bajoran orb** and is created by the village's leader, or **Sirah**, to unify the inhabitants. (*Starship Log*: 'The Storyteller' [DS9]) **SEE FILES 10, 70**



Dalby, Kenneth One of the **Maquis** serving on the **U.S.S. Voyager NCC-74656**. Dalby joined the Maquis when his lover was killed. Because he had some trouble adjusting to life on a **Starfleet** vessel, he was selected for field training under **Tuvok**. (*Starship Log*: 'Learning Curve' [VOY]) **SEE FILES 18, 29, 71**

◀ **Maquis** member **Kenneth Dalby** does not like being on a **Starfleet** vessel, and earns a reputation for difficult behavior.

Daled IV Non-Federation planet. One hemisphere of Daled IV is perpetually light, the other is perpetually dark. The inhabitants of the two hemispheres remained in centuries-old armed conflict, prior to the 2365 return of the allasomorph **Salia**, who attempted to unite her people. (*Starship Log*: 'The Dauphin' [TNG]) **SEE FILES 18, 69**

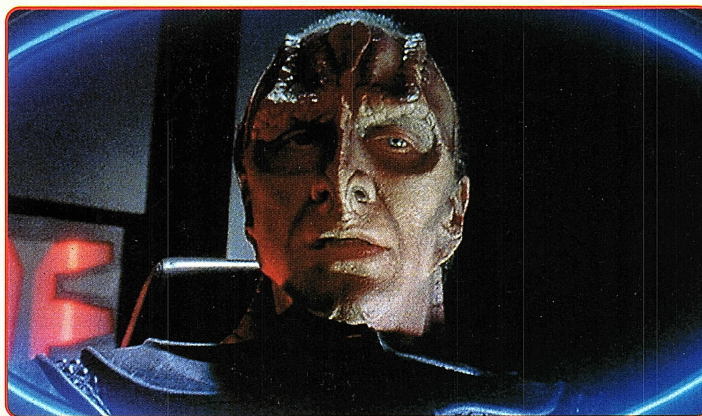
Damar, Glinn Officer who served with **Gul Dukat** aboard the freighter **Groumall** and joined him aboard his stolen **Klingon Bird-of-Prey**. After **Cardassia** joined the **Dominion**, Damar remained as Dukat's aide and served with him aboard the Dominion flagship during the attack on **Deep Space Nine**. He had a wry sense of humor, and was keen to reconquer **Bajor**. (*Starship Log*: 'Return to Grace' [DS9]) **SEE FILES 50, 70**

Dammar Member of the **Nyria III** colony. He led a temporary takeover of the **U.S.S. Voyager NCC-74656**, and was the first **Nyrian** to appear on the ship, exchanging himself with **Kes** using a **translocator**. (*Starship Log*: 'Displaced' [VOY]) **SEE FILES 18, 71**

dampening field A localized region of electromagnetic force that prevents transmission or transportation. **Dr. Soran's** dampening field on the **Amargosa Observatory** kept **Geordi La Forge** from communicating with the **U.S.S. Enterprise NCC-1701-D** in 2371. (*Starship Log*: *Star Trek Generations*) **SEE FILES 59, 78**

damping field Similar to a dampening field. In 2371, **B'Elanna Torres** devised a damping field for the **U.S.S. Voyager NCC-74656's** holographic projectors and external sensors to eliminate a spatial distortion interfering with a vital transmission. (*Starship Log*: 'Parallax' [VOY]) **SEE FILES 59, 71**

Danar, Gul Commander of the **Cardassian Galor-class** ship **Aldara** during 2369. Danar demanded that **Commander Sisko** hand over the **Bajoran Kohn-ma** terrorist **Tahna Los**, who had requested asylum on **Deep Space Nine**. (*Starship Log*: 'Past Prologue' [DS9]) **SEE FILES 10, 13, 70**



▶ After the **Cardassian** withdrawal from **Bajor**, **Gul Danar** was assigned to the area of space near **DEEP SPACE NINE**. In 2369, he pursued a known terrorist, **Tahna Los**, who had stolen an **antimatter converter**, to the station.

Danar, Roga Tarsian War veteran from **Angosia III**, one of many imprisoned by their own government following the war. Danar led an uprising in 2366 to force **Angosia** to reintegrate the soldiers into society. (*Starship Log*: 'The Hunted' [TNG]) **SEE FILES 18, 69**

Dancing Doctor, The
A nickname of **U.S.S. Enterprise NCC-1701-D** CMO **Dr. Beverly Crusher**, who is an accomplished dancer. Dr. Crusher is somewhat embarrassed by the nickname and prefers to concentrate on her theatrical talents during off-duty activities. (*Starship Log*: 'Data's Day' [TNG]) **SEE FILES 43, 69**

▶ **Beverly Crusher's** dancing skills earned her the embarrassing nickname 'the dancing doctor'.



SA 11710